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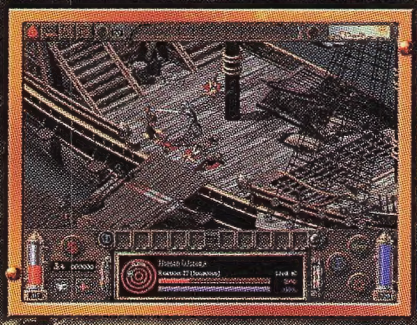

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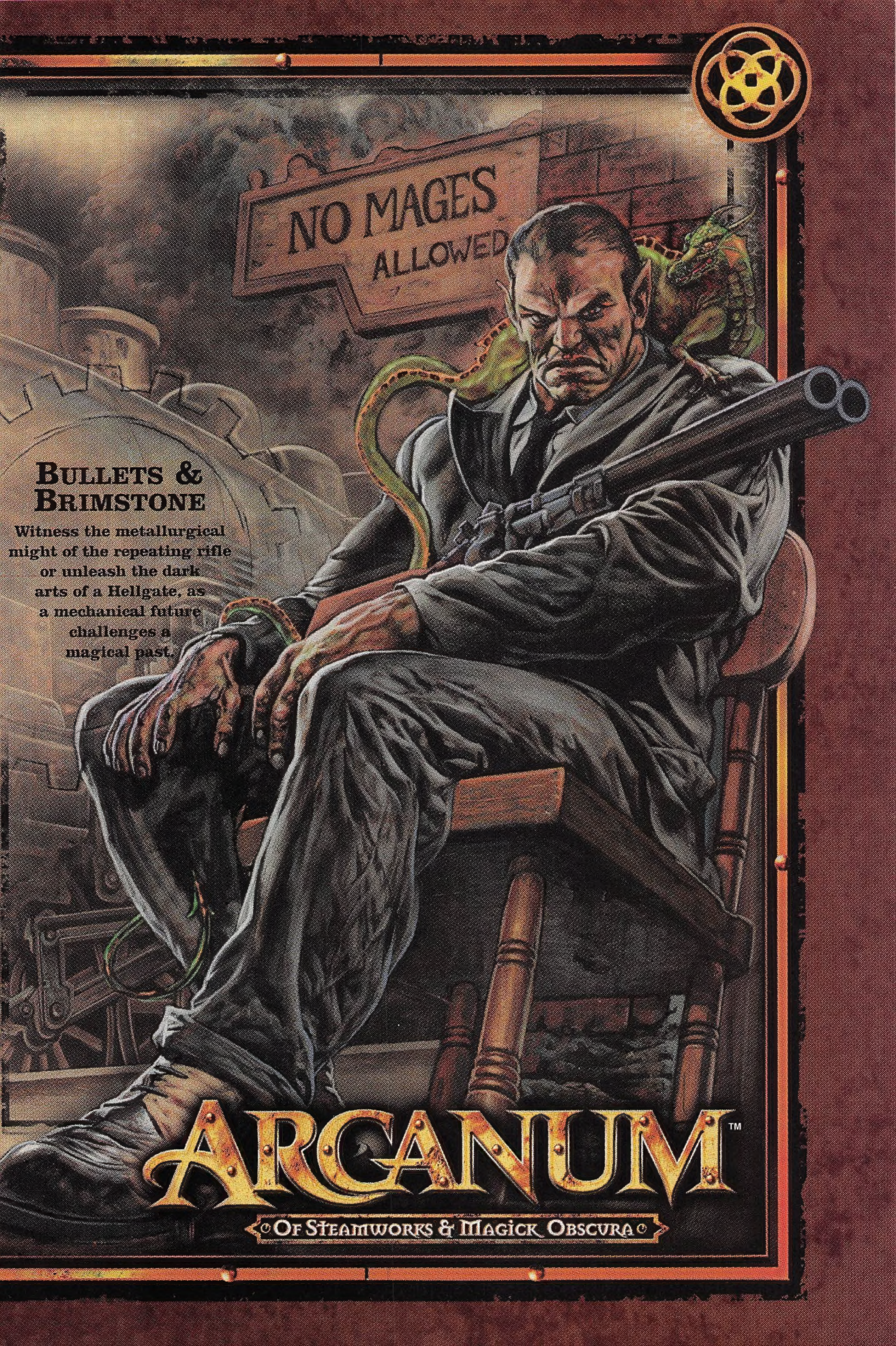
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The **X-Men: Evolution** cover (left) was drawn by the nice folks over at Film Roman Studios. For the behind-the-scenes scoop and a sneak peek at character designs for the new "X-Men" cartoon, run on over to **page 80**. The **Spider-Man** cover (right) was painted by the ultra-talented Joe Jusko. For the latest news, information and gossip on the Spidey movie, swing on over to **page 86**.

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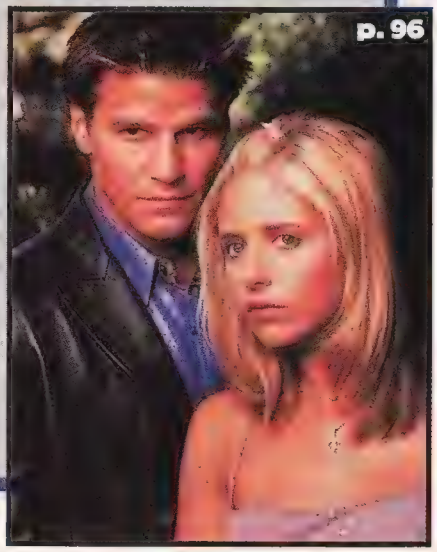

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"...THE COOLEST EXHIBITORS...
...AND THAT DAMN WIZARD BUNNY! OVERALL IT WAS A BLAST AND THANKS TO ALL WHO ATTENDED. SO START GETTING READY NOW 'CAUSE WIZARD WORLD CHICAGO 2001 ON AUG. 17-19 IS GOING TO BE THE BIGGEST CON EVER!"
THE END

PHOTOS BY PAUL SCHIRALDI

MASTHEAD

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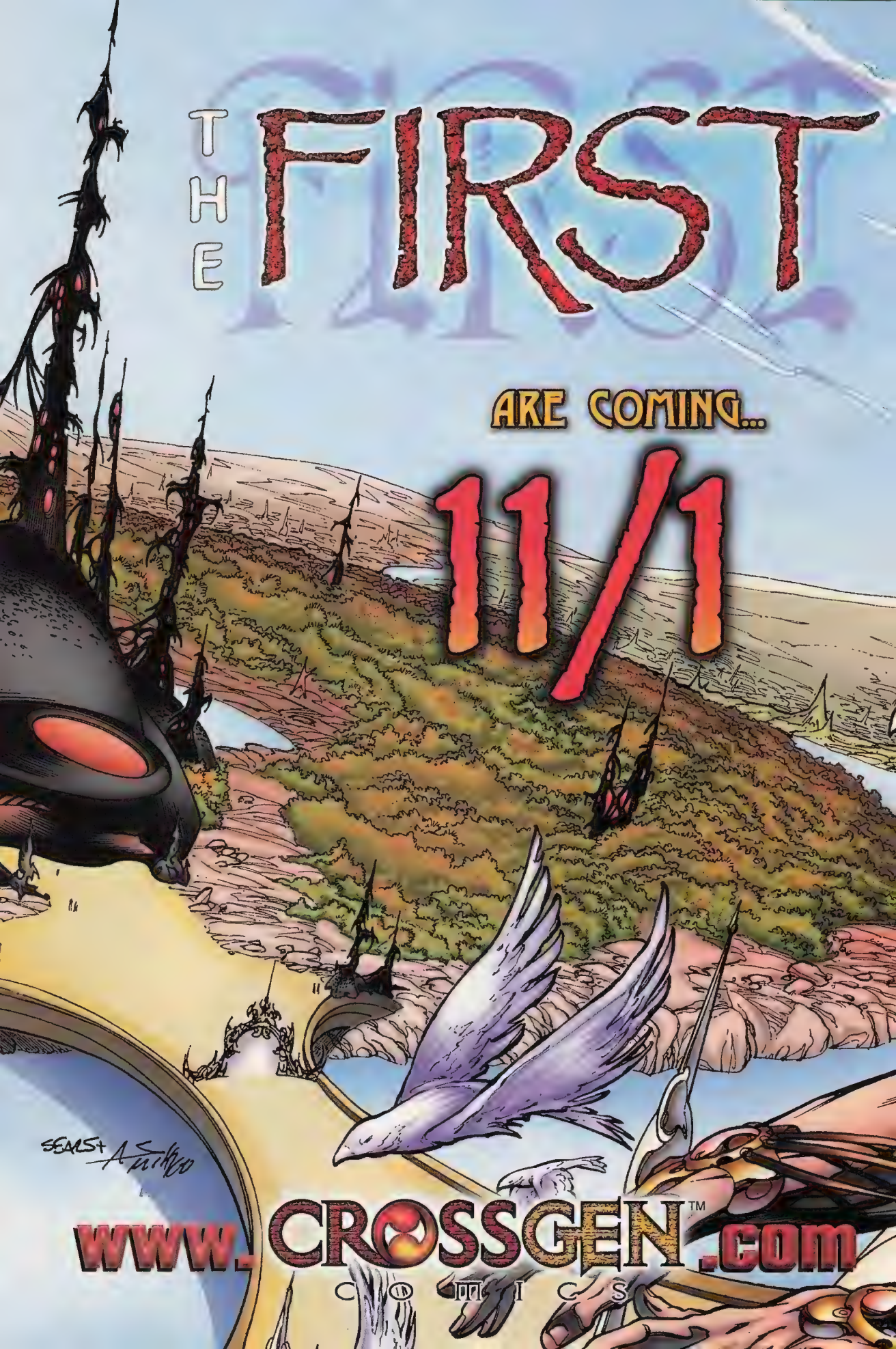
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MAGIC WORDS

PRISON MAIL... PRISON MAIL... AND MORE PRISON MAIL!

Ever watch "Oz" on HBO? Then you know that prison is a damn scary place.

And so it is with horror in my heart and a homemade shiv clutched in my sweaty fingers that I fearfully roll out...

THE ALL-PRISON-MAIL "MAGIC WORDS!"

Yep. Some of our most dedicated readers are also some of our most incarcerated readers. So to set the tone for our oh-so-spooky Halloween issue, our jailed comrades will take center stage this month to terrorize you with True Tales of Solitary Confinement...and ask questions about the X-Men.

While we're locked down in Cell Block D, a quick li'l shout-out to Benny G. Leal of the Men's Correctional Facility in Ft. Stockton, Texas. Benny's a damn talented artist who's actually won "Envelope Art" a couple of times. Only problem? Some of the prizes we've tried to send Benny are considered "contraband" by the great state of Texas and get sent back repeatedly. So when you get out, Benny (hopefully soon!), and you're wondering where your loot is, just remember: it wasn't us. Blame the warden. But take a deep breath and count to 10 before doing anything rash, okay?

That's that. You're all guests in the Big House today. So hold tight to your soap-on-a-rope and keep an eye out for the screws. I'll be the guy in the corner selling packs of Lucky Strikes at $10 a pop.

Dear WIZARD,

I recently traded *Action Comics* #722, 10 cigarettes and a homemade greeting card for WIZARD #82. I must say it's one of the best deals I've ever made, and that's not just because the story in *Action* #722 sucked moth balls. I really enjoy your magazine. I'm the biggest comic fan on "A"-yard at Pleasant Valley, and I found that your magazine deals with comics in a really...exciting way.

I'm interested in your back issues. Look, I'm in prison. I really don't have income except for selling cheeseball cards and drawing patterns for tattoos, so I'm wondering if you'll send me a copy for free. I'd really appreciate it. It'll be good for your karma, too.

Joseph "Hollywood" Miloskovich #K-74770
Pleasant Valley State Prison
Coalinga, CA

"Pleasant Valley State Prison?" Whoever named that place musta had a keenly developed sense of irony.

I'm sending you a free issue just 'cause my karma could use a good turn. And I'll get our price guide department working on translating the *Action Comics* listings into cigarette equivalents for easier trading, too.

Dear WIZARD,

I've been an avid reader and collector of comic books for over 20 years. I have greatly enjoyed

THE FACE OF EVIL
WHAT COMIC VILLAINS HAVE PLANNED FOR 2001

MORTIMER ABSINTHE • The European dictator of *Steampunk* has nasty things in store for resistance leader Cole Blaquesmith, including an alliance with the mysterious Moon Kings. And sooner or later, Absinthe is going to turn his attention to America. •

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BUNNY AWARD

LETTER OF THE MONTH

Jim takes his favorite letter and spotlights it here. There's no logic attached to this, nor is there a prize. You can e-mail The Bunny at bunnywiz1@aol.com!

Dear Wizard,

I am writing this letter to let you know that I really hate that nincompoop who dresses up in that rabbit costume. In Wizard #104, he is with that chick and he thinks he is so cool!

If anyone wants to kick his cotton-tailed ass real good for me, I will pay you when I get out of prison.

Mark Zapata #787344
Amarillo, TX

Looks like someone woke up on the wrong side of the bunk today.

A couple items, Mark: First, there is no "nincompoop who dresses up in that rabbit costume." The Bunny is a genuine seven feet of all-natural furry fury. Second, I doubt that any force, natural or man-made, could take the Bunny in a fair fight. So save your nickels. You'll need them when you get out for anger management classes.

your magazine since it was first published. I can honestly boast of a Wizard collection consisting of every issue up to #84! In the last couple of years, however, it has been nearly impossible for me to obtain any comic book. I'm hoping you can assist me in this matter.

I am presently incarcerated. Could Wizard possibly provide me with current information and addresses of comic book mail order services?

Benny Lee #92-A-9757
Attica Correctional Facility
Attica, NY

Sure thing, Benny. The mail-order juggernaut in the comic biz is Another Universe, reachable via prison post at: P.O. Box 470, Gainesville, VA 20156.

We also heartily recommend Dynamic Forces, a company always happy to provide the finest in comic entertainment to the incarcerated and non-incarcerated alike. They're at 155 9th Ave., Ste. E, Runnemede, NJ 08078.

Both companies offer great catalogs, but you might have trouble special-ordering bolt cutters, files, or dynamite from them. Best of luck.

Mr. McLauchlin,

I am 20 years old and serving a rather lengthy sentence. I was an avid player of *Magic: The Gathering, Dungeons and Dragons* and other role-playing games. This prison that I am in does not allow these games because they consider them "Satanic" and "evil." I am one of many in my block that like to play these games.

I'm writing this letter in hopes that you can do something to help us. Maybe you could print this letter in Wizard. I believe this is one of the few prisons in Indiana that doesn't allow fantasy games. Most do.

We appreciate any help you can give us!

James Moore #991076
Wabash Valley Correctional Facility
Carlisle, IN

Evil? In prison? Say it ain't so, James!

Help is on the way. Show this to your warden, and maybe he'll change his mind. **Ahem Hey, warden! These are enlightened times we live in! Prison is more than just a place to punish the guilty and the represented-by-shabby-lawyers. It's a place of rehabilitation. And nothing rehabilitates like a little mental exercise.**

Games such as *Magic* and *D&D* can take place in Cell Block G or anywhere, because they truly take place in the realm of imagination. These games can sharpen a prisoner's mind, preparing him for a life where he can re-enter society as a productive member.

Some prisons have tried sports and other activities. But face facts: Track and field can often evolve into "vault the fence" competitions. And cooking classes can lead to "Hey! Let's put ground-up glass in the applesauce!" Both, I'm sure you'll agree, have serious anti-social results.

Your easy solution? Fantasy games such as James Moore mentioned. Hey, I've never seen anyone killed with a playing card or a 10-sided die. Unless, of course, Bullseye threw it.

Dear Jim,

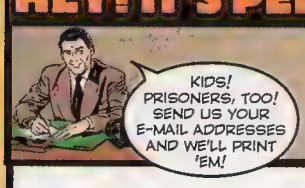
Greetings to you. I'm writing with great respect.

I am incarcerated in Corcoran State Prison. If I were to send my artwork to be looked at by comic publishers, would I get the same treatment and opinion as if I were not incarcerated?

And if I were to get out on my parole date and go full throttle with everything I've got—and I have potential to be an

BUNNY PHOTO: PAUL SCHRADER

HEY! IT'S PEN PALS...



Send your name, address, age, sex, e-mail address and three favorite titles to Pen Pals, c/o the "Magic Words" address at the end of this column (put your age on the envelope). Pre-'98 entrants: Please resend your entries.

CHARLES K. CROSS
Age: 44 Sex: Male
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Montford 625235
8602 Peach St.
Lubbock, TX 79404
Likes: All Spider-Man titles

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artist—will I have a chance?

I wish to fulfill my ultimate goal, to better my life. My plan was to start presenting my work today, so that by the time I'm on parole in five years, I'll have experience going through presentations. Or do you think I'm wasting my time and I should abandon my goal of becoming a comic artist?

Peace be with you.

Mark Miller #K22578
Corcoran State Prison
Corcoran, CA

Greetings to you. I'm reading with great respect.

So is Boneyard Press Publisher Hart D. Fisher, friend to the downtrodden and publisher of such fun comic fare as *Kill Image* and *Jeffrey Dahmer vs. Jesus Christ*, who offers this advice: "I suggest you learn a trade as a back-up plan, 'cause very few people can make comics work as a living. But take a stab at it anyway. Training to be a comic artist teaches you design, narrative flow, self-discipline and many other skills that you can take into other fields if comics doesn't pay the bills.

"And send your stuff to the smaller companies where they'll actually give you some constructive criticism and maybe a job. Duncan Rouleau and John Cassaday started off in the Boneyard and went on to make serious bank for the majors.

"It's gonna be tough, so you gotta be tougher. Seeing where you're at now, I think you'll be ready for anything."

Need more advice? Shannon Wheeler, cartoonist and publisher of *Too Much Coffee Man* magazine, is a one-man work-release program. He's actually hired Oklahoma prisoner "Redrum Bob" as a regular columnist reviewing prison coffee. "I would never encourage someone to abandon their goal of becoming a comic artist," Wheeler says. "Some of the worst artists of today may become the John Byrnes of tomorrow."

But Wheeler cautions you'll have an uphill battle. "People are wary of people in jail," he says. "But it doesn't make it impossible, just a little more difficult. I'd go for it—It'll make for a great bio when you do get published."

TOMMY McLAREN
Age: 15 Sex: Male
3501 N. 19th
Waco, TX 76708
W.C.Y.C. #5
Likes: *Deadpool, Witchblade, Spider-Man*

KEVIN JACOB BARNEY
Age: 23 Sex: Male #27065
Housing Unit Aspen 1-01 Top
Central Utah Correctional Facility
P.O. Box 550
Gunnison, UT 84634
Likes: *Avengers, X-Men, Eightball*

CHUCKY GEORGE III
Age: 17 Sex: Male
9525 Hwy. 27
Hamilton, GA 31811
Likes: *Darkchylde, Spirit of the Tao, Witchblade*

STEVEN D.L. OMEGA
Age: 34 Sex: Male
153095 Coffeewood 6A24
P.O. Box 500
Mitchells, VA 22729
Likes: *Spider-Man, Shi, Gestalt*

LARRY HAMLET
Age: 22 Sex: Male
NCATSU #2333
1601 E. Market St.
Greensboro, NC 27411
Likes: *Spawn, Fantastic Four, Nightwing*

CHARLES WILEMAN
#812578 J8-41
Age: 32 Sex: Male
P.O. Box 650
Bartlett, TX 76511
Likes: Vampirella, Shi, Strangers in Paradise

ROGER C. CORBEN
#2239884
Age: 36 Sex: Male
PO Box 310-4
Santa Rosa, CA 90112
Likes: *Action Comics, Superman, Young Justice*

I'M TAKING OVER GAMEBOY!! ISN'T THAT DIABOLICAL?

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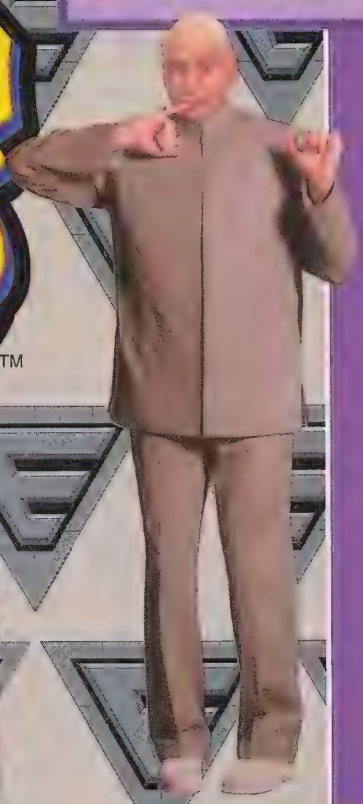

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If you're not Evil enough for my game, you could "Go Groovy!"

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QUICK HITS

THE (NON-JAILED) READERS STRIKE BACK!

"I *loved* the 'Fab 500 First Appearance Checklist' [WIZARD #108]! These lists are very helpful to me."
—Allen Klingelhoets, Barron, WI

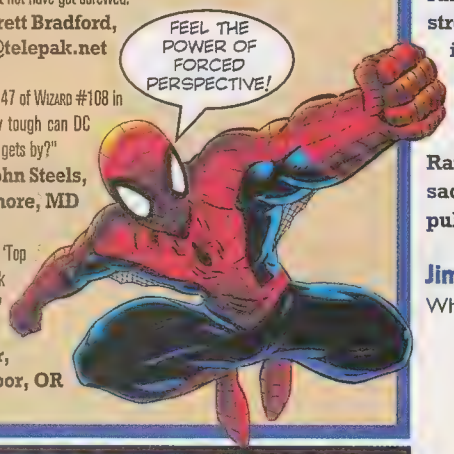
"I saw on your cover [WIZARD #108] that the original art to *Spider-Man* #1 is $10,000. Who's got it? Can I buy it? I might have to pay in installments, though."
—Dean Tanakama, Orange, CA

"Daredevil a better character than Spider-Man ["Give the Devil His Due," WIZARD #108]? Just because Daredevil has a better creative team right now doesn't make it so."
—Andy Richardson, Newton, MA

"*Preacher #65* was one of best comics ever. The last page said it all. Good job, Garth Ennis and Steve Dillon!"
—Dave D'alesio, dwave76@aol.com

"I've been researching Comics Guaranty Corporation information. I think CGC should burn. All they are doing is jacking up prices."
—Eddie Steck, drywall182@hotmail.com

"CGC is helping the comic industry by helping protect the collectors out there. If CGC had been around a few years ago, maybe I might not have got screwed."
—Garrett Bradford, docone@telepak.net



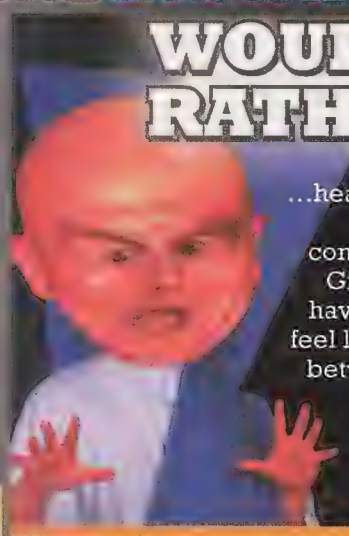
"Was The Wizard Bunny on p. 47 of WIZARD #108 in the tour of DC Comics? How tough can DC security be if a six-foot rabbit gets by?"
—John Steels, Baltimore, MD

"Marc Silvestri named Top Cow 'Top Cow' just because he was drunk ["Magic Words," WIZARD#108]? I *knew* I liked that guy!"
—Derek Lassiter, Stone Harbor, OR

THE WATCHER ASKS:

CHOOSE THE LESSER OF TWO EVILS

WOULDJA RATHER...?



...hear all your thoughts in the voice of a completely inebriated Gilbert Gottfried **OR** have your entire body feel like the chafed skin between the Kingpin's thighs?

Fans polled at wizardworld.com:
81% Gilbert
19% Kingpin

Watcher: Paul Schiraldi.

Bottom line: Ya got time on your hands and nothing to lose. So give it a shot. And a little peace be with you, too.

Dear WIZARD,

I've been out of the comic book stream for a few years. I just recently looked at WIZARD for the first time in four years and noticed a lot of changes.

I was wondering if you could tell me whatever happened to artist Stephen Platt, and whatever happened to Lady Death, Shi and Lady Rawhide?

Ed Hosch #975376
Miami Correctional Facility
Bunker Hill, IN

Hey, Bunker Hill! You know Tom Bonewitz over on D-block? Maybe you guys can get together sometime!

And maybe you can discuss Stephen Platt, who recently re-emerged from obscurity with this year's Image Comics hit *Soul Saga*. As to the *femme fatales* you mentioned, they were part of the "bad girl" craze that ruled comics circa 1994-1996. Lady Death continues on strong with a dedicated fan following, while Shi has faded into near-obscurity and Lady Rawhide has disappeared completely. Seems like after a while, most o' them "bad girls" just couldn't sustain reader interest.

Then again, I gotta figure Western chicks like Lady Rawhide who wear corsets and don't bother to ride side-saddle make for pretty popular prison reading. Maybe publishers were looking at the wrong audience...

Jimbo,

Who would win?

1) Lady Death or Spawn?
2) Psylocke or Cyblade?
3) The X-Men or Youngblood?

John Porter #615210
Iowa Park, TX

1) Spawn would take one gander at the Lady's big, round, alluring...uh...eyes and be transfixed. Lady Death.

2) Seeing as how they're just cheap clones of each other and no one knows or cares who came first, I'd say, "Who gives a sack of crap?"

3) Lessee: We got 37 years of publishing history and $54.5 million worth of first-weekend movie business versus...Youngblood. Let's say X-Men. By a hair.

Dear Jim,

I hope you can help us out. I have this friend, Emilio, who thinks that brute strength is the ultimate power to have. His favorite character is the Hulk.

I introduced him to a being called the Champion. I told him about how Champion was about to hand the Hulk his ass way back in 1983's *Marvel Two-In-One Annual #7*, but he denies it ever took place. I also informed him that if DC's Doomsday could smash Superman, he could definitely stop the Hulk. In his defiance,

BRUCE LUCKENBILL
Age: 26 Sex: Male #123951
ASPC-Safford-Graham Unit
P.O. Box 2300-318
Safford AZ 85548-2300
Likes: *Vampirella, Wildcats, X-titles*

LUCAS WHALEY
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Schoharie, NY 12157
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GUSTAV KRUEGER #429015
Age: 32 Sex: Male
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Springfield, IL
Likes: *Captain America, Avengers, Nomad*

THOMAS H. CRAMER
Age: 27 Sex: Male
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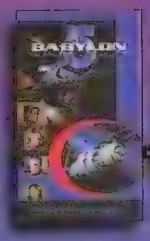
Ray Brook, NY 12977
Likes: *Witchblade, Spider-Man, X-Men*

PAUL S. SANCHEZ II
Age: 22 Sex: Male
#774700 Wynne
Hutsville, TX 77349
Likes: *Dawn, Fathom, Wolverine*

ANDREZ DAVILA #275140
Age: 21 Sex: Male
PO Box 759
Big Stone Gap, VA 24219
Likes: *X-Men, Incredible Hulk, Avengers*



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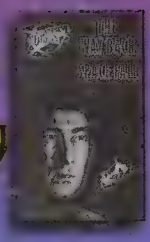

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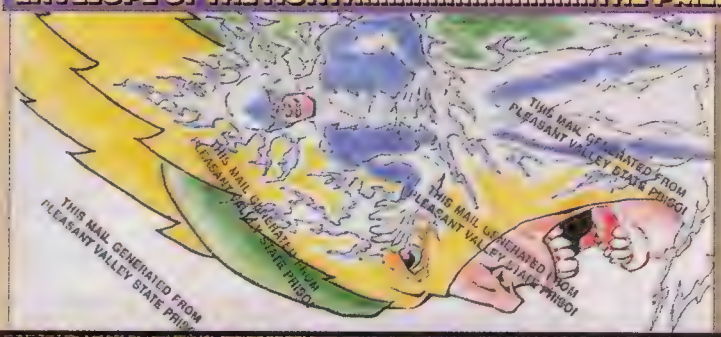
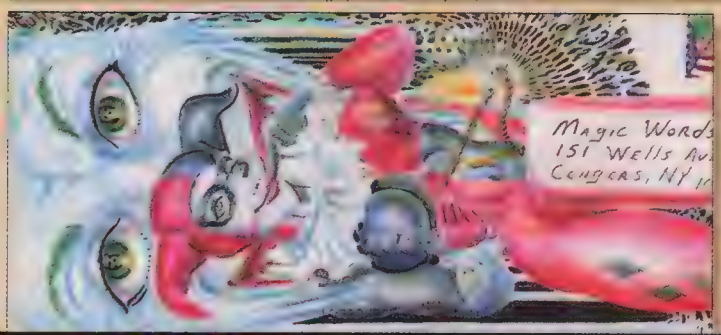
LETTER ART

The mega-talented creator of this month's best envelope will win an Alex Ross Earth X lithograph, courtesy of Dynamic Forces and Marvel Comics. Those guys are so cool for donating their products, we owe 'em bigger than Fairchild owes Victoria Secret for the push-up bra. Artists: Please include a clearly printed return address and a list of characters depicted on the back of the envelope.

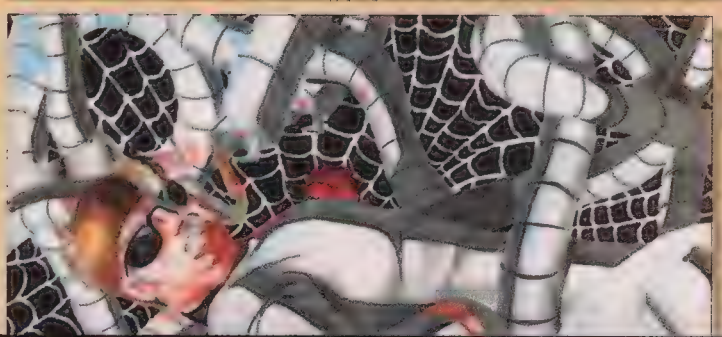
ENVELOPE OF THE MONTH.....THE PRIZE



ELECTRO ENRAGED Joseph Miloskovich, Coalinga, CA



HARLEY QUINN Virgil Barfield, Beaumont, TX



DR. OCTOPUS Jessica Dale Prichard, Berea, KY

CONAN THE BARBARIAN Albert Jérôme, St. Jérôme, Canada

Emilio claims that these guys would all be turned into the Hulk's concubines.

Tell us what you think.

Michael E. Holtry #J-23976
Salinas Valley State Prison
Soledad, CA

What do I think? I think it's disturbing seeing the word "concubine" in a prison letter.

I also think in all matters involving ol' Greenskin, we let Comic Book Axiom #2 (Comic Book Axiom #1 is "Only Bucky stays dead") rule the day: Hulk smash!

Dear Magic Words,

I think Leinil F. Yu is the best artist yet!

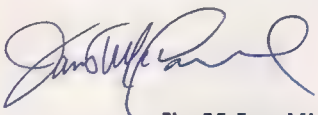
I am incarcerated, but you need subscribers and even when I'm out in June, I'll keep subscribing!

I love black licorice and black jellybeans!

James Watson #38116
Montana State Prison
Deer Lodge, MT

Nice to see that both Leinil Yu's *X-Men* comics and yummy-nummy black licorice are available at the prison commissary. Kinda gives me hope for our occasionally overcrowded and uncaring prison system.

But I care! And even though it's been great jawin' bama with my cellies (Translation: Talking prison slang with my incarcerated brethren), I'm paroled! Far from Folsom Prison: That's where I long to stay. And all you guys still stuck in stir? Just let that lonesome whistle blow your blues away. Until next month, I remain...



—Jim McLauchlin

Jim McLauchlin's priors include fifth-degree assault (twice), reckless driving and smuggling of underage llamas across an international border.

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ABOVE THE LAW Come to think of it, Frank Castle looks a little like Steven Seagal. Except in that "Glimmer Man" flick.

MONTHLY MASSACRE

Ennis and Dillon are out for blood with 'Punisher' ongoing

Get ready for a monthly beating.

Riding high on a blood red wave of success, the Punisher will make the leap from mini-series to monthly book next spring, joining the ranks of the Marvel Knights' ongoing titles.

And Garth Ennis and Steve Dillon, the duo responsible for the remarkable resurgence of Marvel's deadliest hero, will be along for the ride.

The former *Preacher* teammates began blasting through the Marvel Universe last February with the first of their 12-issue, back-to-basics, grim-and-gritty take on the skull-clad vigilante. It was an instant hit with the fans, an incredible success for comic dealers and an endless source of amusement for its creators.

"It's a good, down to earth, straightforward, kill-as-many-people-as-possible-in-a-short-period-of-time sort of comic strip," Dillon offered. "Which is quite fun."

"We're having a blast," Ennis said. "I just love it. It's like crack. It's bad for you, you shouldn't be doing it, but you just can't stop."

Marvel Knights Editor Joe Quesada was only too happy to help Ennis feed his addiction.

"Joe approached me and said, 'After we finish these 12, we'll probably do more,'" Ennis recounted. "I said, 'Look, I'm your man.'"

The *Punisher* ongoing will kick off early in 2001, roughly two months after the end of the mini-series, giving its creators a brief break before they dive back into the seedy world of Frank Castle.

Yet while Ennis and Dillon are currently wrapping up the limited series, they're already kicking around plans for the monthly, which they promise will deliver more of the kick-ass action movie feel that's made the mini a must have.

"It's gonna kick off with a five-part, epic action story. Like a really, absolutely mad one," Ennis said. "The 12 issues [of the limited series], though there's lots of action, is set in New York—it's all very tight, claustrophobic urban stuff.

"[With the regular series] I want to get out there and do a mad action story and up the ante as much as possible."

Which ain't gonna be easy, considering the mind-blowing methods he and Dillon have used to cleanse New York City of its vermin so far.

Through issue #6 of the mini-series, fans have reveled in Dillon's drawings of a man dropped from the top of the

THE FACE OF EVIL
WHAT COMIC VILLAINS HAVE PLANNED FOR 2001

BIZARRO • When Bizarro next heads to Metropolis, he can't figure why Jimmy Olsen isn't his sidekick. He figures the best way to remind Jimmy is to fly him to the JLA Watchtower on the moon. Whoops! Jimmy can't survive without any atmosphere! •

PUNISHER'S LIKE CRACK. IT'S BAD FOR YOU, YOU SHOULDN'T BE DOING IT, BUT YOU JUST CAN'T STOP.

Empire State building, a pool of piranha dining on a Mafia heavy and a group of baddies doubling as dinner for polar bears.

"The Punisher kills everyone," Ennis said. "Which is a good thing. It gives the book more punch, makes it more believable.

"It's also very healthy creatively, because you're constantly having to come up with new characters."

And if the ongoing's anything like the mini-series, Ennis is gonna be real busy. Not only has the writer built bastions of bad guys for Castle to bump off, he's spit out a series of sacrificial foes for the three other murderous vigilantes popping up in *Punisher*.

• The wife-beating, cocaine-using Mr. Clyde met his well-deserved end in a church confessional, hacked to pieces at the hands of the religiously-inclined Holy;

• The board of directors of Worldwide Investment Corporation paid back their debt to society by posing as targets for Mr. Payback's large caliber bullets;

• A car full of crack dealers—and a urinating puppy known as Mr. Fluffikins—lost their heads (or at least large chunks of them) after daring to dirty Elite's posh residential area.

Of course, when all's said and done, not only will those victims be added to the series' ever-escalating body count, odds are the terrible trio responsible for increasing Ennis' workload will become targets for Frank's Smith & Wesson style of justice themselves.

"There's something unique to the character [of the Punisher], the incredible strangeness of having a mainstream character in a comic book that's on sale to kids, on T-shirts and action figures who's effectively a serial killer," Ennis said. "He kills one particular kind of person, as I suppose a lot of serial killers do. But that's his thing. He likes it. And there's some sort of perverse enjoyment in writing a character like that." ■ CHRISTOPHER LAWRENCE

Audubon Society concludes nature is "gay" in published study. "Flowers, little animals, sunsets..." scoffed Society President David McDougal, "it's all pretty femme."

U.S. Navy licenses Star Wars character likenesses to boost enlistment. "I feel like an idiot," says Admiral Winchester, "but don't print that."

New President of Mexico pleads for U.S. aid. "Tacos?" asked political champion.

RIDING THE BULL

ENNISFINDSGOD

Garth Ennis has found faith.

Well, sort of.

"People have always thought of me as a non-religious, even blasphemous guy...it kinda set me thinking," he said. "I thought 'What would it be like to write a religious guy, not as a villain, but as a hero, as a guy who just believes 100 percent in his faith?'"

The answer takes the form of *Just a Pilgrim*, the upcoming five-issue Black Bull mini-series by Ennis and artist Carlos Ezquerra (*Saint of Killers*).

The story will thrust readers into the near future, when the sun–millions of years off schedule–has begun to die. Expanding toward its red giant phase, the sun has burned the Earth's oceans away, creating a giant desert world full of nomads and refugees, bandits and pirates.

Enter the Pilgrim, an intensely religious man bearing a huge, cross-shaped scar who wanders the ocean floor.

"He's a man of enormous beliefs, of enormous faith," Ennis said. "Almost a religious maniac...the old fire and brimstone preacher kinda thing."

Pilgrim links up with a band of refugees and, assuming the responsibility of leading the meek to salvation, tells them he can guide them to safety.

To do so, however, he's gotta get them past legions of monsters, creatures mutated by the sun's unfiltered radiation, and the ever-plentiful pirates, specifically a band of ruffians known as the Buckers. Led by the psychotic Castenado, a pirate cursed with two hooked hands, two eye patches and two wooden legs, the Buckers use an impressive array of munitions (their headquarters is an old, fully-loaded aircraft carrier that settled to the bottom of the sea) to control whole areas of the ocean floor.

"It's in the post-apocalyptic genre," Ennis said of *Just a Pilgrim*. "I've always liked that 'Mad Max' kinda thing, the one lone guy wandering through some totally hostile wilderness when everything's been destroyed and blown away.

"With all the weird s--t we're gonna have–incredible ocean trenches, the monsters, the old wrecks and the pirates, we're gonna have a lot of action...and all kinds of fun." ■ CL

MARVEL'S NEW NUMBER 1 GUY

Quesada named Editor-in-Chief; Marvel 'moves in different direction'

Joe Quesada has moved from being a Knight to a King. Quesada, a founder and one of the creators behind the highly successful "Marvel Knights" imprint, was installed as the new editor-in-chief at Marvel Comics on August 30, replacing 18-year Marvel veteran Bob Harras. Harras will remain at Marvel as an editorial advisor in charge of special projects.

"Based on what we did with Marvel Knights, the powers-that-be at Marvel approached me with this job," Quesada said. "The company just wanted to move in a different direction."

"Joe proved himself at a time when many people were giving up," said Marvel's President of Publishing, Licensing & New Media Bill Jemas. "He took characters like Daredevil and Punisher who had a) lost relevance and; b) lost sales and made them top-10 sellers. And he has a knack for working with people as a team and recruiting talent."

Quesada's efforts will focus on what he does best—pumping in new blood. Quesada's Marvel Knights imprint has revitalized the Inhumans and the Punisher, and brought in hot talent to Marvel (such as writers Garth Ennis and Kevin Smith) in its three years. That mission will continue for Quesada, now on a larger scale.

"I'll be recruiting for both editorial and for talent," Quesada said. The new editor-in-chief will look to Marvel's past, at least in part. "I want to extend olive branches to creators who may have had problems with Marvel in the past," Quesada said. He stopped short of mentioning specific names. "I don't pretend to know every last person on my first day in this position," he cautioned. "But this used to be the undisputed hall of talent. We need to bring that back."

BOB HARRAS

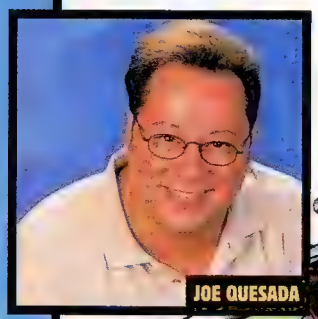
Another comeback Quesada has targeted is that of Spider-Man, which he lists as the company's top priority in terms of characters.

"As Spider-Man goes, so goes Marvel," Quesada said. "It's imperative we take action now, as opposed to two months before the 'Spider-Man' movie hits."

One man who might help in the talent quest is DC/Vertigo Editor Axel Alonso, rumored to be near the top of Quesada's list for editorial hires. Alonso might also be involved in new ventures.

"It's been asked a million times: Will there be a creator-owned brand within Marvel? That's something I'm actively working on right now," said Quesada.

But first, Quesada will have to iron out Marvel Knights details. "Someone will be coming in to take over this position in Knights," Quesada said. "I have to separate church and state." Quesada, one of comics' most popular artists when he produces, will also have to lay down his pencil soon. "Realistically, there's no way I'm going to be able to draw regularly," he said. "I am going to finish my commitments on *Daredevil*. I'm definitely finishing the David Mack-written storyarc [concluding with December's #15], and I've promised Bob Gale I'll do at least one issue in his story [slated to begin with June's #20]. After that, it's just covers and special projects," he said. Quesada hinted he would draw a Kevin Smith-written project in 2001. ■ JIM McLAUCHLIN



JOE QUESADA

ON THE Q-TIP Joe Quesada takes the reins as new editor-in-chief at Marvel Comics. No more waxy build-up.

Quesada: Paul Schrädi; Harras: Craig Blankenhorn

THE FACE OF EVIL
WHAT COMIC VILLAINS HAVE PLANNED FOR 2001

TOAD • Says X-books Editor Mark Powers: "Didn't everyone appreciate this guy actually being cool in the movie? Well, so did we. Watch out." •

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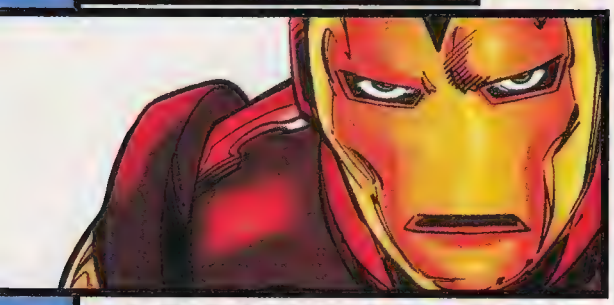


HEAVY METAL

Frank Tieri's living a fanboy's dream.

Recently tapped to script *Wolverine*, Tieri—a relative newcomer to the comic field—has landed another high profile gig as the regular writer on *Iron Man*.

Tieri's been co-writing Shell-head's exploits with Joe Quesada since issue #31, and though Quesada's decided to leave *Iron Man*, Tieri's will stay on as scripter.

Quesada, who began his critically-acclaimed *Iron Man* run with issue #26, will leave the book after October's #35. ■ CL

THE PARTY'S OVER

Alan Moore, DC dispute scuttles plans for 'Watchmen' celebration

No one's watching the Watchmen.

Or at least no one will be able to next year, as a dispute between Alan Moore and DC Comics has scuttled plans for a 15th anniversary celebration that would have included action figures and a special anniversary edition of the legendary miniseries featuring never-before-seen sketches and new art by artist Dave Gibbons.

The dispute revolved around *Tomorrow Stories* #8, a title Moore writes for his creator-owned ABC Comics line for WildStorm Productions which was bought by DC in 1999. DC reportedly nixed a story which makes reference to Scientology founder L. Ron Hubbard and occultist John Whiteside Parsons, despite the fact a version of the same tale appeared in the DC-published *Big Book of Conspiracies*.

The denial was apparently the last straw for Moore, whose relationship with DC has been tenuous since a disagreement arose around the time of *Watchmen*'s original release in 1986—a dispute that led the creator to refrain from working with DC for a decade.

Moore had seemingly softened his stance in recent years, continuing to publish ABC Comics through WildStorm after its purchase by DC and agreeing to allow the first-ever toy line based on *Watchmen* and a special 400-plus page 15th anniversary hardcover edition. Moore even participated in the production of a video promoting the anniversary, though he later admitted he felt he'd done so under false pretenses.

In fact, Moore publicly questioned the celebration.

"They're going to celebrate 15 glorious years of Watchmen," Moore said. "I guess we missed the 10th anniversary. Your guess is as good as mine as to why it's happening now. Fifteen years is not one of the magic numbers when it comes to anniversaries, is it? What's that for a wedding anniversary? The carbonite anniversary?"

For comic fans, it will be a sad anniversary. ■ CL

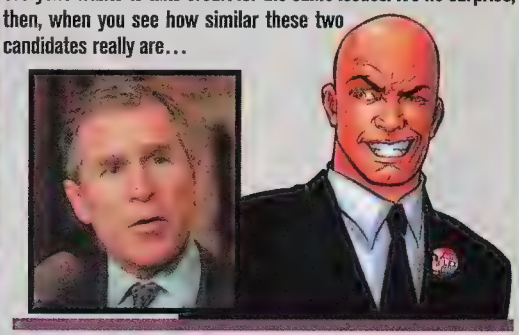
UP IN SMOKE An unhappy Alan Moore (above) has nixed DC's plans for a Watchmen celebration.

George W. Bush: AP Wide World Photo; Alan Moore: Bob Martin

STRANGE BEDFELLOWS

HAIL TO THE THIEF

In modern politics, it pays off to be just like everyone else. Republican? Democrat? In the end everyone seems to be the same, because everyone wants to take credit for the same issues. It's no surprise, then, when you see how similar these two candidates really are...

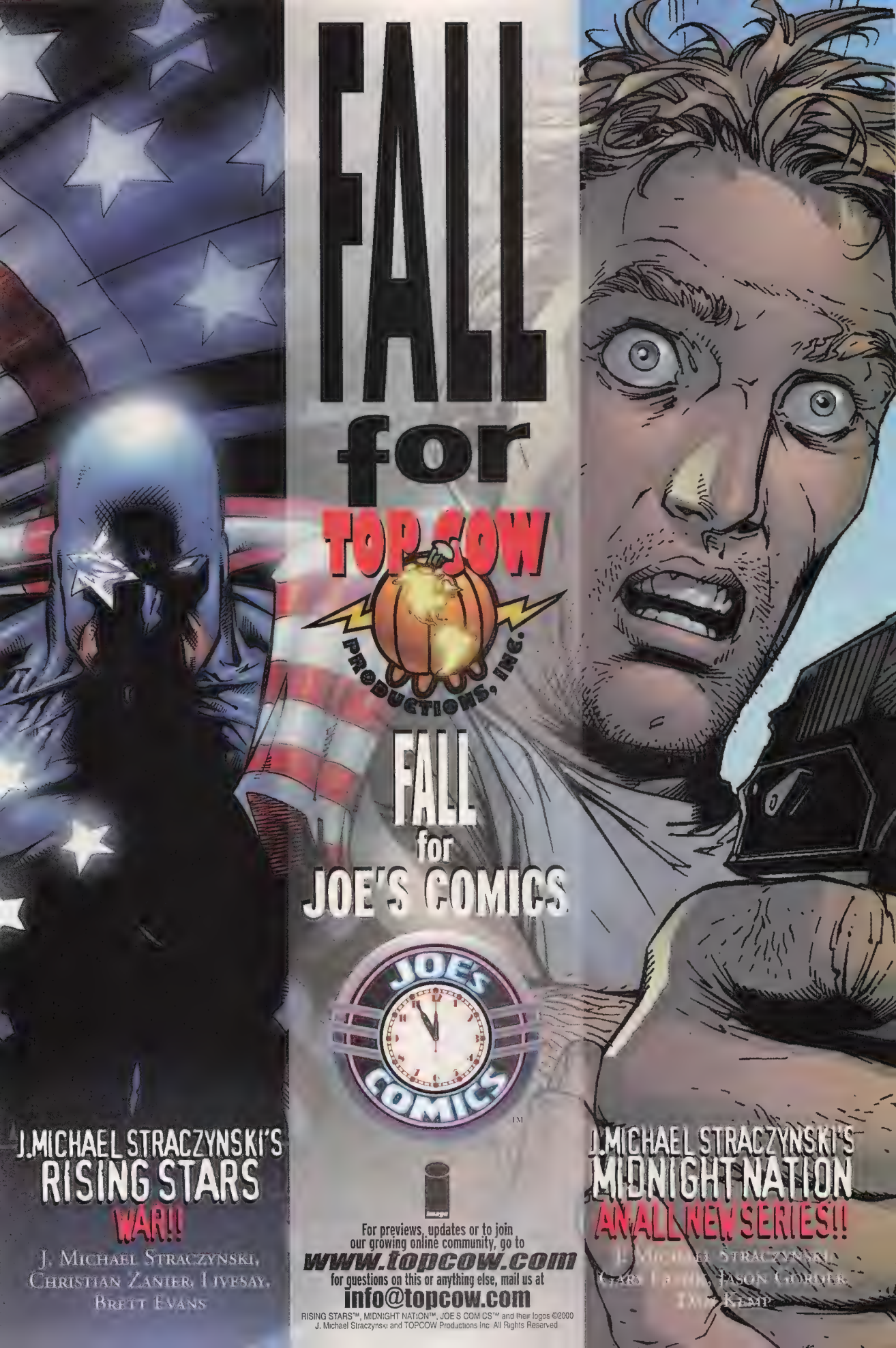


	GEORGE W. BUSH	LEX LUTHOR
OCCUPATION	Governor of Texas, the leading state in executions	CEO of LexCorp, the leading company in Metropolis
AFFILIATION	Republican Party, the party of the rich	Injustice Gang, the group of supervillains
PATERNAL BENEFITS	Provided his wealth, through oil money	Provided his wealth, through life insurance
GREATEST ACCOMPLISHMENT	Increased the minimum salary for Texas teachers by an average $8,232 per year and expanded after-school programs for middle school children in high-risk areas.	Blew up Metropolis with a series of missile attacks.
MILITARY EXPERIENCE	Served as an F-102 pilot for the Texas Air National Guard	Died in an experimental plane crash, was later cloned
SLOGAN	"They haven't led. We will!"	"Crush Superman!"

THE FACE OF EVIL

WHAT COMIC VILLAINS HAVE PLANNED FOR 2001

NORMAN OSBORN • Things get creepy when Norman Osborn (back in the Green Goblin duds) realizes the only person worthy of carrying on the Goblin legacy is... Spider-Man! Osborn drags Spidey through serious mental torture trying to turn him to the dark side. •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THE BUZZBIN

THE INSIDE SCOOP ON THE COMIC INDUSTRY

SWAMP THING RESURFACES? DC may yet publish *Swamp Thing* #88, the controversial, Rick Veitch-written issue in which Swamp Thing meets a character who bears a striking resemblance to Jesus Christ. DC's refusal to publish the issue led to a decade-long rift between Veitch and the industry giant, though DC execs recently said the company's "willing to have a conversation with the talent on these projects."

STAR WARS TEAM UP! Wanna see Han Solo and Boba Fett working together? It just might happen in an early-2000 Dark Horse "Star Wars" mini-series tentatively titled *Underworld.*

DARKNESS GETS DARKER! Word outta Top Cow is that *The Darkness* is gonna take a more horror-oriented, supernatural bent in 2001. Rumored writers to take Jackie Estacado down the dark path? *Hellblazer* alumni Paul Jenkins and Jamie Delano.

'POWERS' COLORING BOOK The team of Brian Michael Bendis and Michael Avon Oeming are reportedly working on a *Powers* coloring book. It may even include a cut and paste page, enabling its readers to make their own cool comic.

'M.REX' TO THE WEB? Joe Kelly and artist Duncan Rouleau are mulling the possibility of bringing their *M. Rex* series to the Internet. While they still expect issues #3 and #4 of their creator-owned title to pop up on comic stands, they are exploring the idea of continuing the series as an ongoing Web comic.

ECHO TO BE HEARD FROM AGAIN Echo, the female character who's been pummeling the Man Without Fear in the pages of *Daredevil*, could be popping up again in the Marvel Knights Universe once creator David Mack's run on *DD* ends. "She may have her own thing going," MK Editor Joe Quesada said. "We've been talking to some creators who might be interested in doing it."

ANOTHER 'MARVEL FANFARE'? Marvel's reportedly given Brian Michael Bendis the green light to pen a new monthly anthology title, similar to the now-defunct *Marvel Fanfare.* No formal announcements have been made yet, but the writer says he'll be working with some "huge name people."

SMITH TURNS IN 'GA' SCRIPTS Kevin Smith's *Green Arrow* relaunch is getting closer and closer. According to sources inside DC Comics, Smith's already turned in five full scripts and a release date will be announced soon.

CON JOB! Publishers cleaned up on sales of comics and related merchandise at conventions this year, with Chaos! Comics and Oni Press actually selling completely out of some stock at Wizard World Chicago. Look for publishers to find more ways to bring their wares directly to fans as time goes on.

CASEY AT THE BAT

Joe steps up to the plate as 'Adventures of Superman' writer

Paul Schirodt

Joe Casey's got the world at his fingertips.

Casey, who literally rebuilt the solar system in the pages of *Mr. Majestic*, steps into comicdom's brightest spotlight this fall when he takes over the writing duties on *Adventures of Superman.*

"It's a good gig," Casey said. "A *very* good gig."

The writer's stint on the title officially begins with January's issue #588, though he will be providing dialogue for J.M. DeMatteis' final story, which appears in *Adventures* #587.

Casey marks the latest addition to a super writing staff that already includes Jeph Loeb, Mark Schultz and Joe Kelly, who recently signed a one-year exclusive contract with DC.

Since the acclaimed "revitalization" of the Superman titles last year, *Adventures* has served as the line's "man on the street" book, a direction the series' new writer plans on changing.

"The title is *Adventures of Superman*," Casey said. "We're gonna take it from there."

And Casey's got plenty of experience with grand adventures starring near god-like characters. As the co-writer of WildStorm's now-defunct *Mr. Majestic*, he and Brian Holguin had the series' title character thwart a living temporal anomaly, wrangle a ship full of intergalactic convicts and yes, rearrange the solar system.

"I think the stuff we did on *Majestic* was definitely a factor in my being considered for this gig," Casey said. "I think they're hoping I'm gonna bring more of that kinda stuff to Superman."

Not one to disappoint, Casey promises to set a whole new standard for adventure on...well, *Adventures.*

"Over the past couple of years, people have talked about bringing the widescreen element to comics," he said. "That's been done.

"We're gonna have to go IMAX with this one."

■ MIKE COTTON AND CL

THE FACE OF EVIL
WHAT COMIC VILLAINS HAVE PLANNED FOR 2001

WRECKER (AND THE WRECKING CREW) • Marvel Editor Tom Brevoort explains: "Defeated and imprisoned by Thor, they've nevertheless regained their enchanted Asgardian powers, making them mightier than ever. So can any jail hold them for long?" Hmm...

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NEWSFLASHES

X-MEN VS. AVENGERS?

The "Maximum Security" crossover sweeping through the House of Ideas this fall will leave its mark on the Marvel Universe—in the form of the Kree-Shi'ar War: Round Two. Don't be surprised if the Avengers and the X-Men find themselves fighting on different sides...

BARRY WEEN RETURNS *Green Lantern* scribe Judd Winick returns to his comic roots in February to churn out a third batch of comics starring the lovable, huggable, irascible Barry Ween. Issues #1–#4 of the new series (which probably won't be called *Barry Ween* 3.0) will ship from On-Press on a bimonthly schedule, while issues #5 and #6 will ship monthly.

'RAVEN' FLIES Former *Deadpool* artist Walter McDaniel will add his penciling talents to *Stark: Raven*, a new comic from Endless Horizons Entertainment. The series, which launched in September, already has product support—its characters will star in a new line of action figures by Art Asylum (coming in October), and a cartoon is being shopped around.

CASHING IN The Comic Book Legal Defense Fund raised over $20,000 during its online auctions at WizardWorld Chicago. The biggest prize? Neil Gaiman's leather jacket, which went for $6,101.

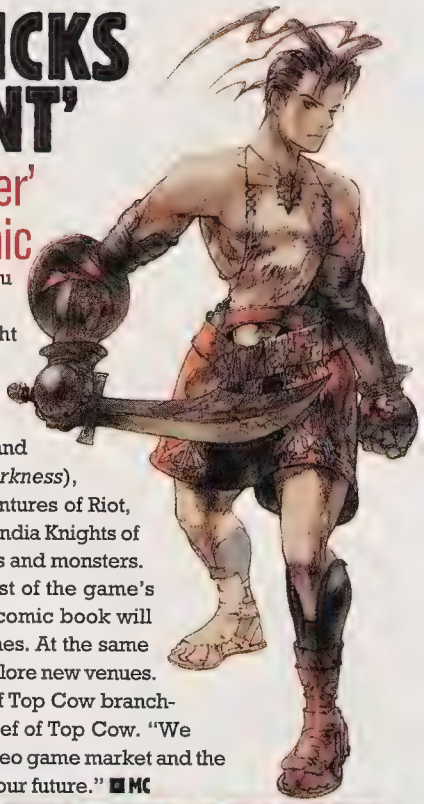
GRAB 'EXCALIBUR' Marvel will release a four-issue *Excalibur* mini-series this fall, written by Ben Raab. The story will focus on the powerless Captain Britain, who's pulled into an Arthurian-style quest on Otherworld.

CROSSGEN GROWS CrossGen announced guest art teams for upcoming fill-in issues of its regular titles. Newcomer Steve McNiven will work with *Darkness* inker Batt and *Witchblade/Fathom* colorist J.D. Smith on *Sigil* #6 and *Mystic* #7. The *Meridian* team of Mike Wieringo, Ron Stull and Bongotone's Paul Mounts will handle *Meridian* #6, while Rick Leonardi (*Green Lantern/Aliens*), Karl Kesel (*Section Zero*) and Mounts will team up on *Scion* #7.

SCI-FI CHANNEL COMICS Television's first all science fiction channel has long been using shows based on comic properties (such as "The Incredible Hulk") to draw in viewers. Now the Sci-Fi Channel is returning the favor, licensing their original productions for comic publications. Andromeda Entertainment will publish the first of its new Sci-Fi based comics in December, launching a monthly series spun from the television series "First Wave."

TOP COW PICKS UP 'VAGRANT'

Success of 'Tomb Raider' leads to 2nd video comic



If you think Lara Croft's hot, wait until you meet Ashley Riot.

Top Cow Productions, which brought *Tomb Raider* to comic stores everywhere, launches the Square Soft video game property *Vagrant Story* this month.

Written by David Wohl (*Aphrodite IX*) and penciled by Clarence Lansing (*The Darkness*), *Vagrant Story* follows the continued adventures of Riot, an agent of the Felony Division of the Valendia Knights of Peace, charged with tracking down killers and monsters.

While the video game answered most of the game's deadly puzzles, Top Cow promises the comic book will solve all the riddles and explore some ones. At the same time, *Vagrant Story* is helping Top Cow explore new venues.

"This comic is just another example of Top Cow branching out," said Matt Hawkins, editor-in-chief of Top Cow. "We see this as a perfect union between the video game market and the comic book industry. This is important to our future." ■ MC

THUMBINGOFF

THE GOOD, THE BAD AND THE UGLY

THUMBS UP

'BIRDS OF PREY' While lotsa mysteries in comics can end up disappointing, *Birds of Prey*'s "Hunt For Oracle" summer story had the perfect climax with Black Canary finally meeting Oracle face-to-face in July's *Birds* #21. Years in the making, the duo met just as mob boss Blockbuster closed in for the kill on Oracle. But just as Canary met her pal, she intercepted Blocky pretending to *be* Oracle in order to protect her wheelchair-bound ally. Few comics give consistent high-octane, tense action like this one.

IMAGE CENTRAL Image Comics has cranked out good, innovative books that have separated themselves from the mainstream norm. With discoveries like *Powers*, *The Red Star* and *Violent Messiahs*, the industry's third-largest company is on the brink of a big-time resurgence.

THUMBS DOWN

'PLANET DC' ANNUALS Ugh. This year's "Planet DC" annuals played with the awful-meter cranked to 11. With tired character ideas like Japan's mystical ninja Bushido (Lord knows, there's never enough ninjas) and Greece's wonder woman Nemesis (like DC needs more Amazons), the "Planet DC" stories focused on creations that are half-handed excuses to have an ethnically diverse property first, an interesting character second. Not a good recipe.

NO WATCHMEN We don't wanna take sides or pass blame but the big losers in this row are the comic fans who will never get the chance to own Watchmen toys or see rare sketches in next year's 15th anniversary year. At least until DC and Alan Moore can kiss and make up.

THE FACE OF EVIL

WHAT COMIC VILLAINS HAVE PLANNED FOR 2001

SABRETOOTH • Thanks to the "X-Men" film, Sabretooth is cool again. As for future appearances on the printed page, X-editor Mark Powers teases, "Can you say 'fatal attraction'?" Keep your eyes peeled. •

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MICHAEL TURNER RECOVERING

Malignant tumor forces removal of 'Fathom' artist's hip, pelvis

Paul Schiraldi

Fan-favorite *Fathom* writer/artist Michael Turner checked out of a Los Angeles-area hospital on August 16, three weeks after he went in for major hip surgery. Turner is rehabilitating at his family's Southern California home. His recovery has been swift, but not without difficulty.

During surgery, doctors discovered a malignant tumor. Turner's right pelvis and hip had to be removed. The doctors are optimistic that all the malignant tissue was extracted, but Turner will undergo six to nine months of outpatient chemotherapy and radiation treatment as a precaution.

Turner had a sketchbook at his side during his entire stay in the hospital. "I've already started drawing some again and have come up with several exciting ideas for *Fathom* and a few incredible new properties," he said. "I hope you will all hang in there with me!"

Top Cow has purchased and sent a custom drawing table to the Turner home. As soon as he is able, Turner intends on diving into *Fathom* #13, drawing about half a page a day.

Turner also said that he'd like to thank the many fans and friends who sent encouraging cards, letters, flowers and DVDs to wish him a speedy recovery.

Fans and well-wishers are still urged to send get-well cards to: Michael Turner, c/o Top Cow Productions; 10390 Santa Monica Blvd. #110; Los Angeles, CA 90025.

■ JIM McLAUCHLIN

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PLANO: 3100 Independence Parkway (West of Tom Thumb)
HURST: 931 Melbourne Rd. (North of Pipeline Rd.)
IRVING: 2550 N. Belt Line Rd. (Opposite Irving Mall)
MESQUITE: 3600 Gus Thomasson (At Towne Crossing)

WAID JUMPS TO CROSSGEN

Mark Waid better get some sunglasses.

Waid, *JLA* writer and co-founder of Gorilla Comics, will leave New York City later this year to head south of the Mason-Dixon line, joining the ranks of the relocated comic creators at CrossGen Comics in Tampa, Florida.

"This is one good deal," Waid exclaims. "I'll do some writing and set up a teaching program and have a say in the direction of the company."

Waid's decision to join CrossGen adds a top-of-the-line creative talent to a roster that already includes Ron Marz, Brandon Peterson, Barbara Kesel and (fellow Gorilla guy) George Pérez.

Waid will take over scripting duties on CrossGen's *Sigil* (currently written by Kesel), and pen the company's as-yet unnamed sixth title, tentatively scheduled for release in mid-2001.

Fans of Waid's *JLA* work needn't worry. Waid will be able to fulfill his commitments on *JLA* until around issue #60 and Black Bull's *Gatecrasher* until the end of the series' first year. Waid is still trying to work out a deal that would allow him to stick with Gorilla, the company he helped create. ■ CL AND MC

'WIZARD' FAN AWARD WINNERS NAMED!

Marvel rules night once again

"I'm not gonna lie to you," Kevin Smith said bluntly, holding up his WIZARD fan award for favorite writer. "I wanted this."

Smith's victory, which came courtesy of his work on Oni Press' *Jay and Silent Bob* and Marvel Knights' *Daredevil*, capped yet another marvelous night at the Wizard Fan Awards, which saluted the best comics had to offer in 1999. Marvel Comics took home nine of the 17 total awards presented at the Wizard World Chicago 2000 convention, including "Favorite Publisher" for the fourth straight year.

Over 18,000 fans voted via a ballot found in WIZARD #101 and in comics from a variety of publishers.

"We are always grateful to know that people like what we do," Marvel Editor-in-Chief Bob Harras said of the results. "And knowing that these awards come directly from the fans, well, that makes it doubly good."

Hosted by Jimmy Palmiotti and Nelson DeCastro, this year's awards ceremony packed in tons o' talented folks, from Smith to silver screen Sabretooth Tyler Mane, from Jeph Loeb to Jason Mewes.

The full list of who's got new statues for their mantle?

FAVORITE WRITER: Kevin Smith
FAVORITE PENCILER: George Pérez
FAVORITE INKER: Jimmy Palmiotti
FAVORITE PAINTER: Alex Ross
FAVORITE COLORIST: Liquid! Graphics
FAVORITE LETTERER: Richard Starkings and Comicraft
FAVORITE EDITOR: Jimmy Palmiotti and Joe Quesada
FAVORITE HERO: Batman
FAVORITE HEROINE: Batgirl
FAVORITE SUPPORTING CHARACTER: Harley Quinn
FAVORITE ONGOING SERIES: *Avengers*
FAVORITE ONE-SHOT OR MINI-SERIES: *Earth X*
FAVORITE PUBLISHER: Marvel Comics
FAVORITE COMIC MERCHANDISE: Capcom's *Marvel vs. Capcom* game
FAVORITE COMIC TV OR MOVIE PROJECT: "Batman Beyond"
COMICS' GREATEST MOMENT-1999: Beaten and battered Avengers confront Ultron, *Avengers* #22 ■ JM AND CL

SMOOCHIE BOOTCHIES Kevin Smith and Jason Mewes suck up to Smith's Fan Award for Favorite Writer.

Paul Schirafi

'EARTH X': BEHIND THE CURTAIN

Hardcover for Ross' 14-issue series delayed until December

The bad news? Graphitti Designs' massive *Earth X* hardcover collecting Marvel Comics' hit 1999 mini-series has been delayed until December.

The good news? We've got time to show you some cool stuff!

Y'see, just collecting the entire award-winning 14-issue series in a sculpted 3-D box wasn't enough. A five-page painted epilogue was added. And a CD featuring two hours of soundtrack music by composer Scott Licina *and* three minutes of live-and-computer-generated film action directed by *Earth X* creator Alex Ross was tossed in, to boot.

"We knew it was going to be expensive at 500 pages," Ross said. "So we wanted to provide value for the buck."

Along the way, the *Earth X* crew also provided a few interesting snapshots behind the scenes...and some stories. ■ JM

$2,500 FOR CAP

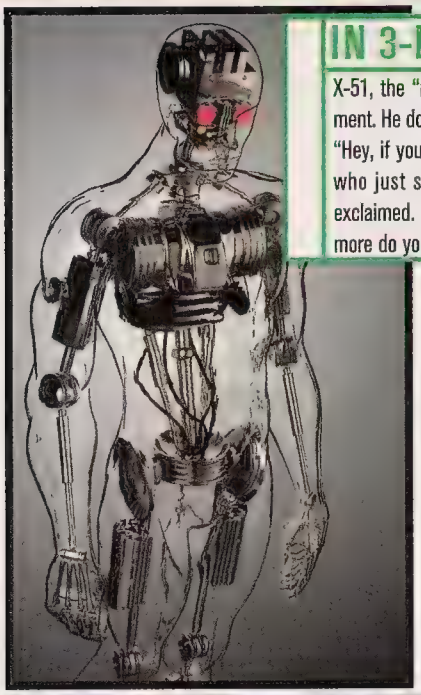
Ross' longtime Superman model Frank Kasy portrays Captain America in the "Earth X" film. "Frank was thinking about shaving his head," Ross recalled. "Then, he wasn't. I saw he was teetering. But I wanted him for Cap. So I finally said, 'Look, I'll pay you $2,500 to shave your head and eyebrows.' That way, I didn't have to worry about fitting him with the bald-cap." Ross brought in an actual movie makeup expert to "paint" liquid scars on Kasy to complete the effect.

DAD TO THE RESCUE

Ross' father Clark played Reed Richards in the flick. "In *Marvels*, I based Reed Richards on Russell Johnson, the professor from 'Gilligan's Island.'" Ross said. "I made sure we had that same visual consistency in *Earth X*." But since the Professor was still marooned on that damn island and unavailable for "Earth X," Clark stepped in. "Reed Richards is the consummate comic book dad anyhow," Alex said. "He's not so much the leader of the Fantastic Four as he is their father."

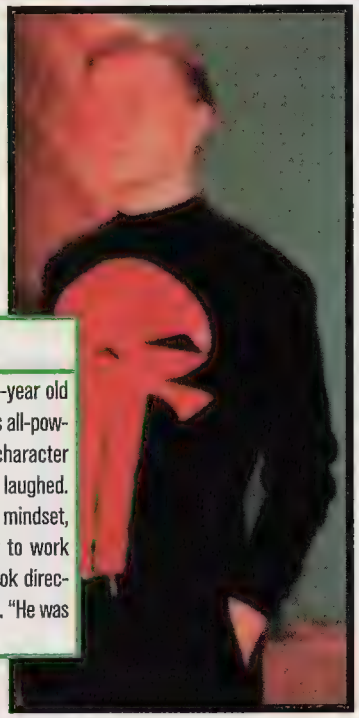
THE FACE OF EVIL
WHAT COMIC VILLAINS HAVE PLANNED FOR 2001

APOCALYPSE • Will Apocalypse show up? Will Cyclops? Or both? You'll have to check out the *Search for Cyclops* limited series to find out for sure. But what's that quote from "Star Wars"? "Strike me down, and I shall become more powerful than you can possibly imagine..." •



IN 3-D!

X-51, the "narrator" of *Earth X*, got 3-D animation treatment. He doesn't do much in the video except walk around. "Hey, if you had a full-blown, 3-D-animated Machine Man who just sipped coffee, it would still be cool!" Ross exclaimed. "He's a glass-transparent superhero guy! What more do you want?"



EVIL NEPHEW

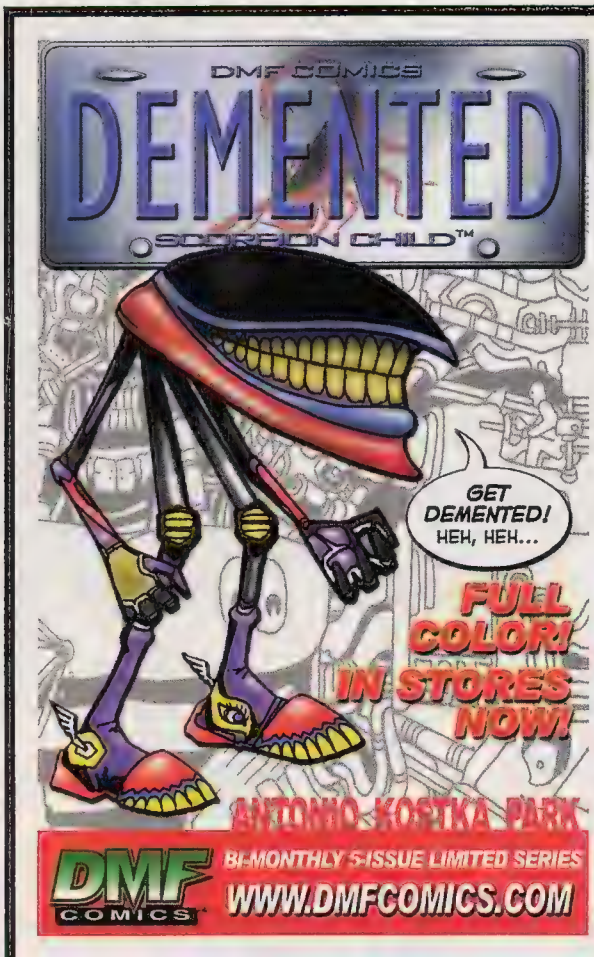
It's all in the family. Ross' nephew, 19-year old Max Rocans, played The Skull, *Earth X*'s all-powerful teenage villain. "I created the character based on Max in the first place," Ross laughed. "He's got such a nihilistic, anti-order mindset, he was perfect." But Max was a joy to work with. "He got in the damn shirt, he took direction, he hit his cues perfectly," Ross said. "He was a complete gentleman."

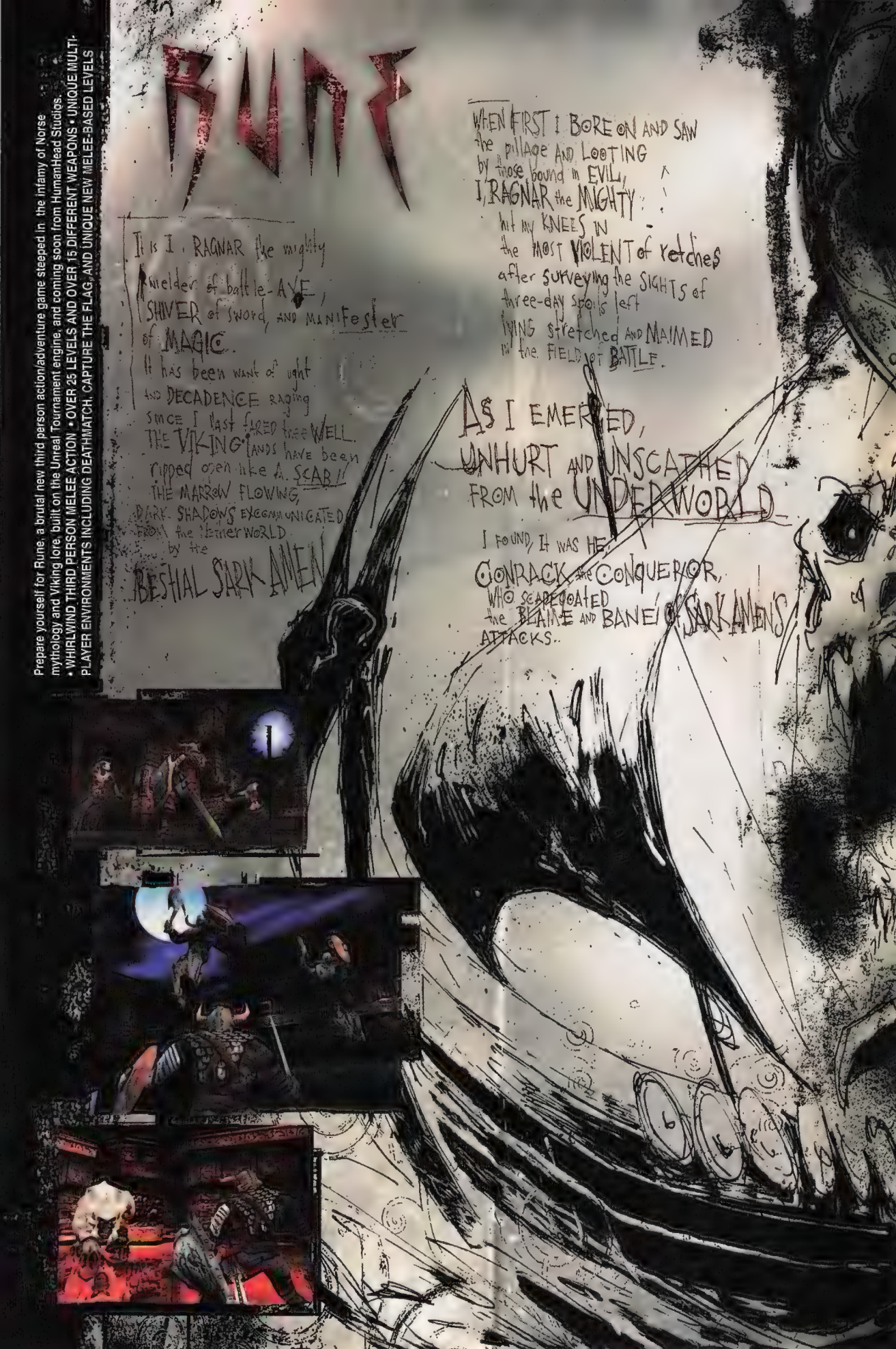
CLOTHING BY ROSS

Need a costume? Call on Alex Ross. "I made a Thor helmet by pasting some feathers together and spray-painting the whole thing metallic silver," Ross said. "I figured I could do costumes and props for most of the cast myself with little problem. Pretty soon I had 20 characters. The level of absurdity is pretty scary."

A COMPLETE IMBECILE

Not every costume was made by Ross. A seamstress did the Daredevil duds, and an actor in costume "played" DD at Ross' party at the Wizard World 2000 convention in Chicago. "He jumped around and acted like a complete imbecile," Ross said. "Just like he was supposed to."





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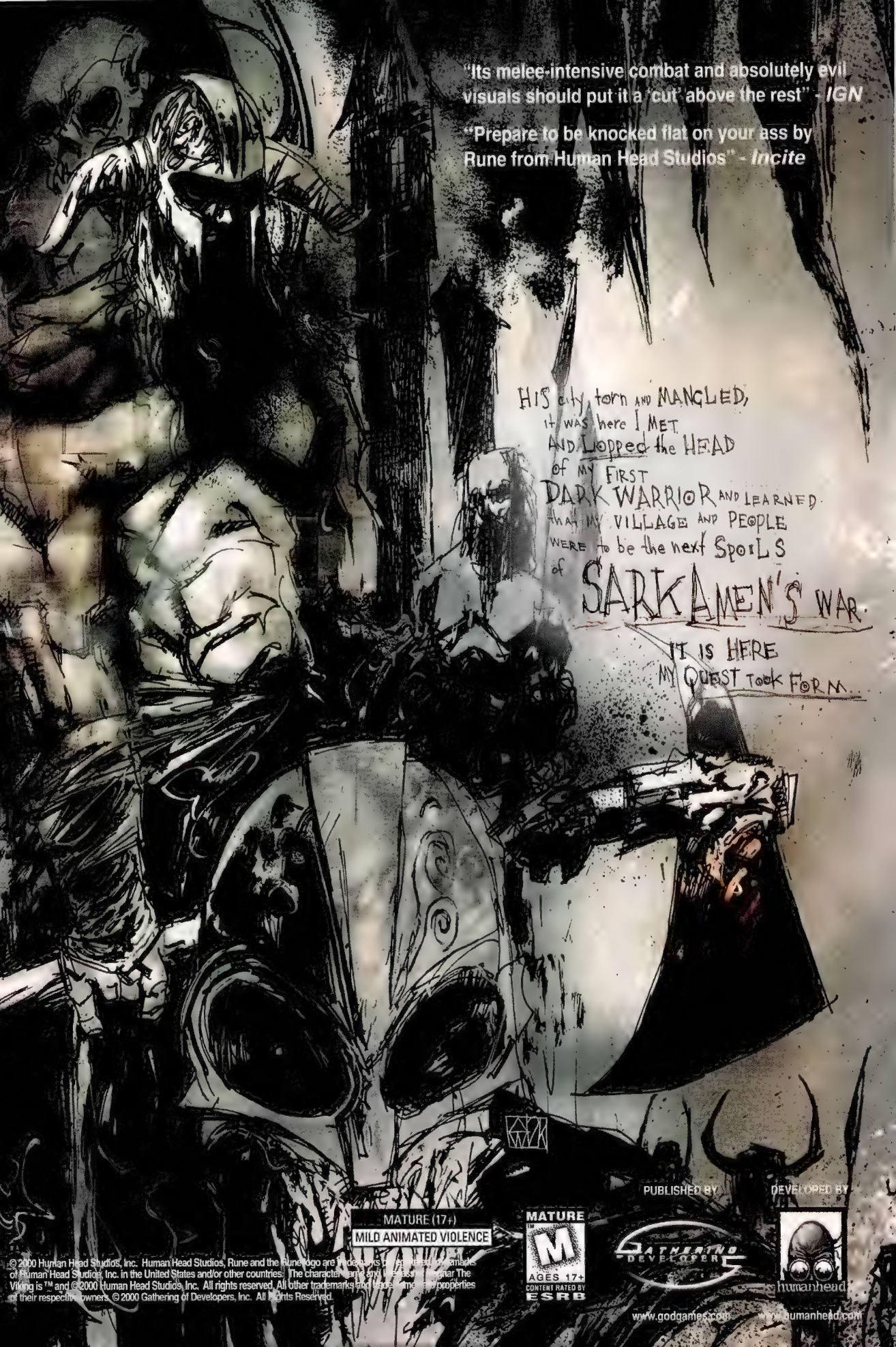
"Its melee-intensive combat and absolutely evil visuals should put it a 'cut' above the rest" - IGN
"Prepare to be knocked flat on your ass by Rune from Human Head Studios" - Incite
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EARLY KNIGHT

WIZARD opens the vault on Frank Miller's 'Dark Knight 2' sketches

Frank Miller strikes again.

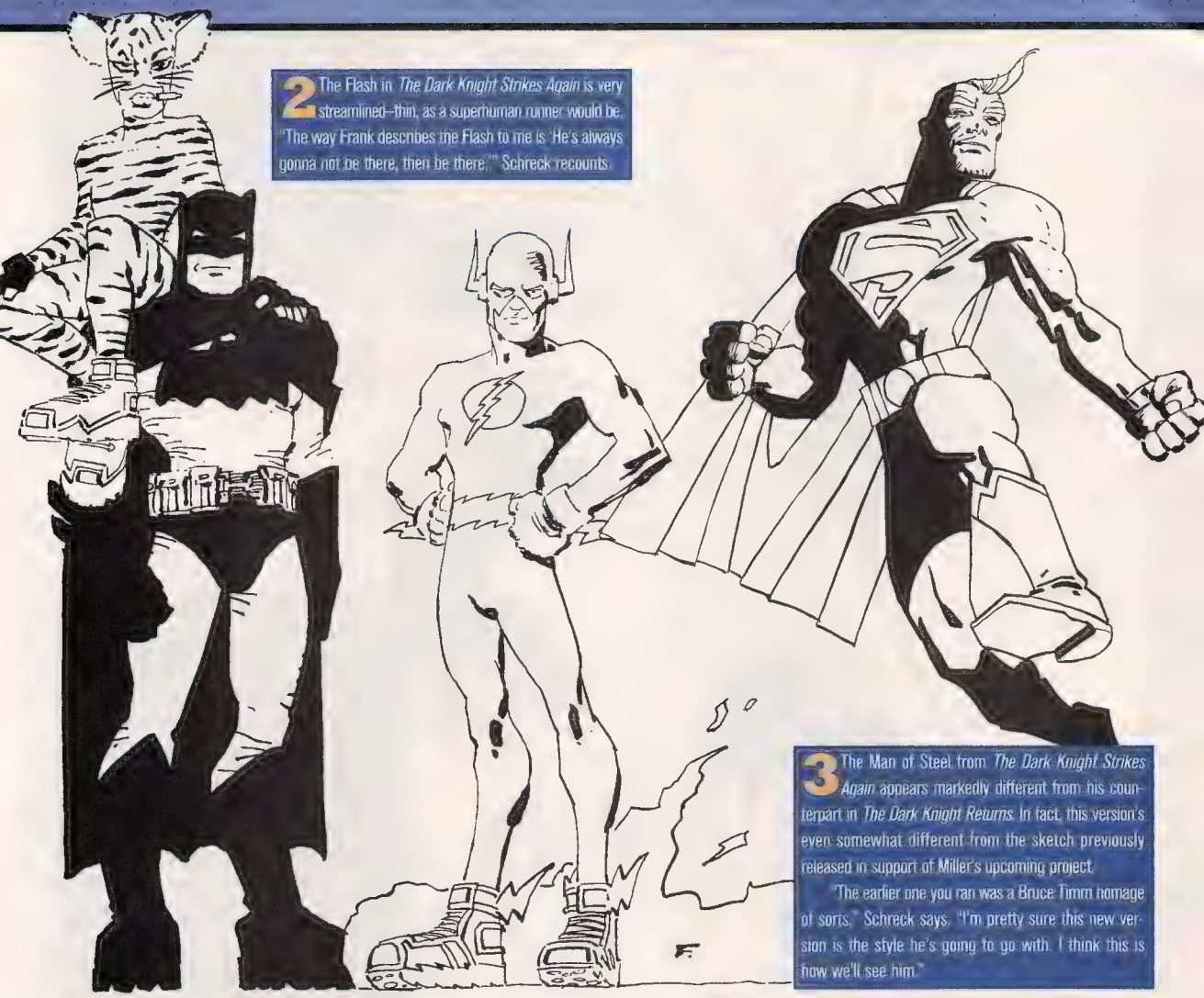
The multi-talented creator, who changed the face of comics in 1986 with his classic *The Dark Knight Returns*, hopes to catch lightning in a bottle a second time with his upcoming sequel, *Batman: The Dark Knight Strikes Again*.

"He's on fire, absolutely on fire," *Dark Knight* editor Bob Schreck says of Miller. "Frank's having the time of his life. There's nothing else on his plate, nothing to distract him. He just wants to run with it."

Miller's already turned in dozens of character studies for the highly anticipated mini-series, and DC opened its vault to WIZARD (or at least "Drawer 13" in Schreck's office) to share some of 'em with ravenous fans. ■ **CHRISTOPHER LAWRENCE**

1 The first image is probably the closest to the Batman (and ex-Robin Carrie Kelly as Catgirl) readers will see in the pages of *The Dark Knight Strikes Again*.

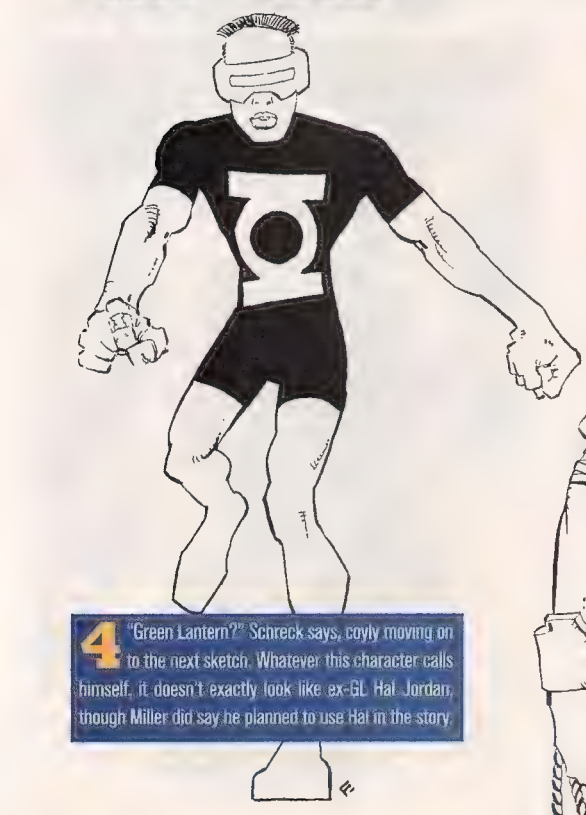
"Frank's main purpose, his main goal in this is to not go over the same ground," Schreck says. "He's not interested in giving you *The Dark Knight Returns 2*. It's a brand-new story."



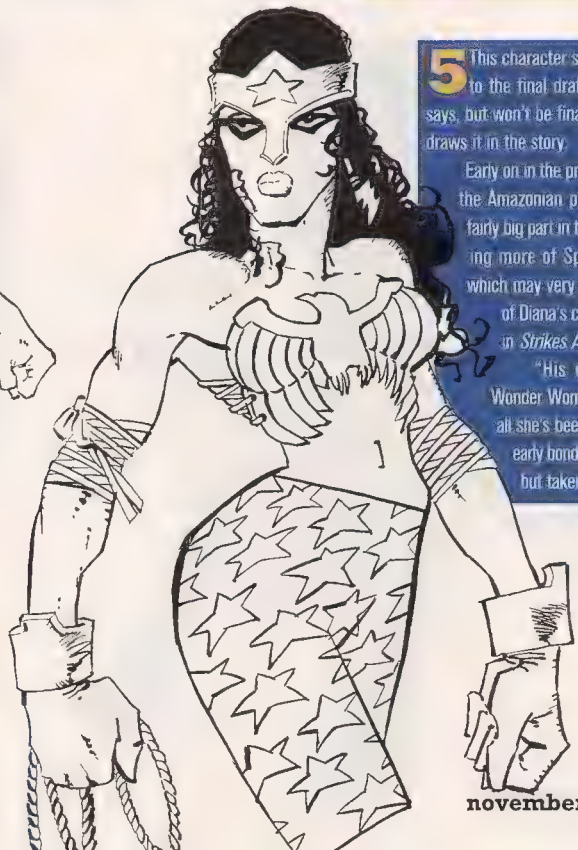
2 The Flash in *The Dark Knight Strikes Again* is very streamlined—thin, as a superhuman runner would be. "The way Frank describes the Flash to me is 'He's always gonna not be there, then be there,'" Schreck recounts.

3 The Man of Steel from *The Dark Knight Strikes Again* appears markedly different from his counterpart in *The Dark Knight Returns*. In fact, this version's even somewhat different from the sketch previously released in support of Miller's upcoming project.

"The earlier one you ran was a Bruce Timm homage of sorts," Schreck says. "I'm pretty sure this new version is the style he's going to go with. I think this is how we'll see him."



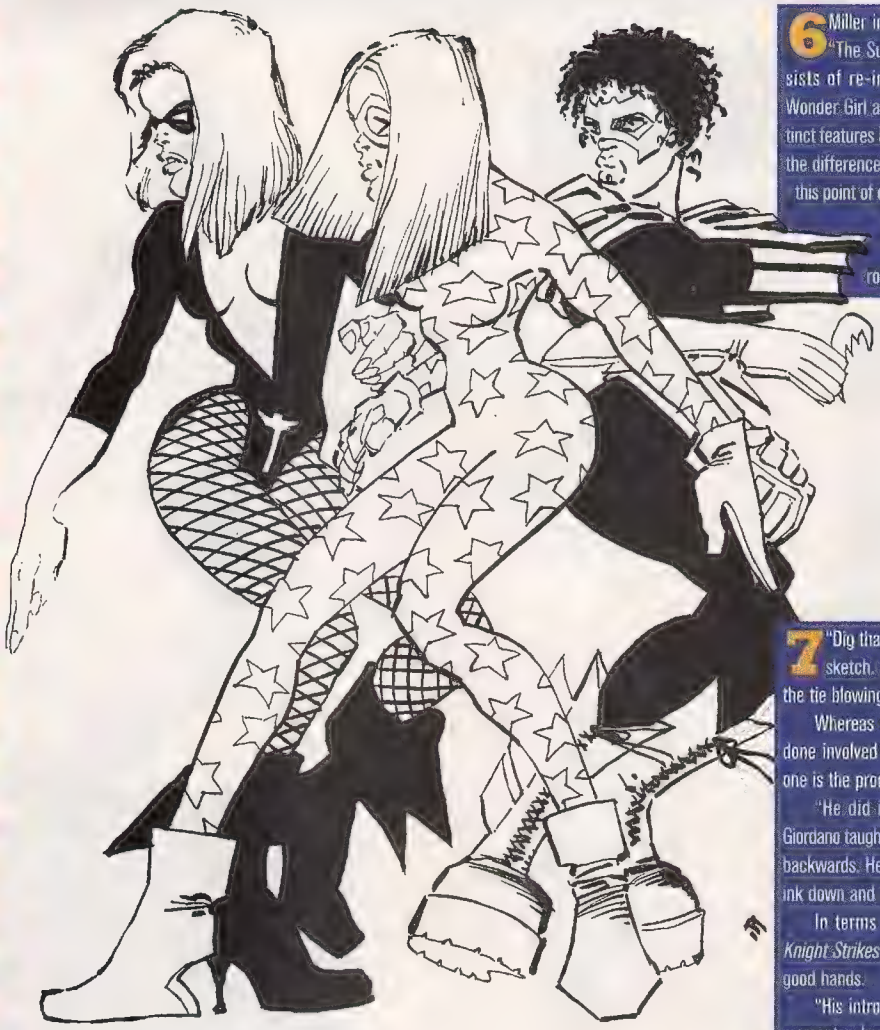
4 "Green Lantern?" Schreck says, coyly moving on to the next sketch. Whatever this character calls himself, it doesn't exactly look like ex-GL Hal Jordan, though Miller did say he planned to use Hal in the story.



5 This character study is "pretty close" to the final draft for Diana, Schreck says, but won't be final until Miller actually draws it in the story.

Early on in the process, Miller depicted the Amazonian princess, who plays a fairly big part in the overall story, wearing more of Spartan-style helmet, which may very well show up as part of Diana's costume at some point in *Strikes Again*.

"His entire approach to Wonder Woman pays reverence to all she's been about, including the early bondage material. It's there, but taken to an extreme."



6 Miller initially designated this feminine trio as "The Superchix." Left to right, the group consists of re-imagined versions of Black Canary, Wonder Girl and Batgirl. Schreck marvels at the distinct features Miller bestows on each character. "Even the difference in hairstyles is telling," he says. "I use this point of detail in a lot of my portfolio reviews and it totally confounds the artists. I say 'Think of hairstyles. Look around the room, they're not all the same.'"

7 "Dig that tie," Schreck says of Miller's Question sketch. "That's my favorite moment in there, the tie blowing in the wind."

Whereas the majority of character studies he's done involved the familiar pencil-and-ink style, this one is the product of etching.

"He did it backwards," Schreck says. "Dick Giordano taught him how to do this–the black is etched backwards. He's not laying ink down, he's laying the ink down and pulling–scraping–the ink away."

In terms of the character's role in *The Dark Knight Strikes Again*, Schreck says The Question's in good hands.

"His introduction into the story is one of those moments where you've got to stop and... be quiet for a minute or two."

8 Carrie Kelly, the Robin from *The Dark Knight Returns*, plays a "huge role" in the sequel...as Catgirl.

"Frank's intention is that every time you see Carrie, she's in another Catgirl outfit," Schreck says. "Sometimes it'll be 20 minutes later."

Miller looks to award-winning colorist Lynn Varley for help in devising some of the characters' appearances. "She hands him magazines all the time," Schreck reveals. "She'd say, 'Look at this outfit, look at that design.' She actually was a great help in designing the ladies from *Sin City*."

9 "J'onn J'onzz, the Martian Manhunter," Schreck says. "This is one of my favorites."

Where the artistic style used to depict the dark image of the Question involved Miller's removal of ink, Schreck says Miller reverted to a more typical art style for this Manhunter study, likely because of the incredible amount of detail and texture.

"I think he went nuts on this one," the editor offers. "Just went at it straightforward."

10 Superman's archnemesis, Lex Luthor, plays a part in the pages of *The Dark Knight Strikes Again*. Schreck says Miller's described him perfectly.

"Before he sent this [character study] to me, Frank said, 'He's just going to be a big lump of a person.'"

"There are a lot of other villains. One very surprising villain," Schreck hints. "It's not someone people will expect to see."

11 Sure, most of the JLA are gonna pop up in the pages of the new *Dark Knight*, but...Ralph Dibny, the Elongated Man?

"This is going to be a blend of new and old—and revamped—characters," Schreck says. "He's really got almost a full range of the DCU swirling around in there." ■

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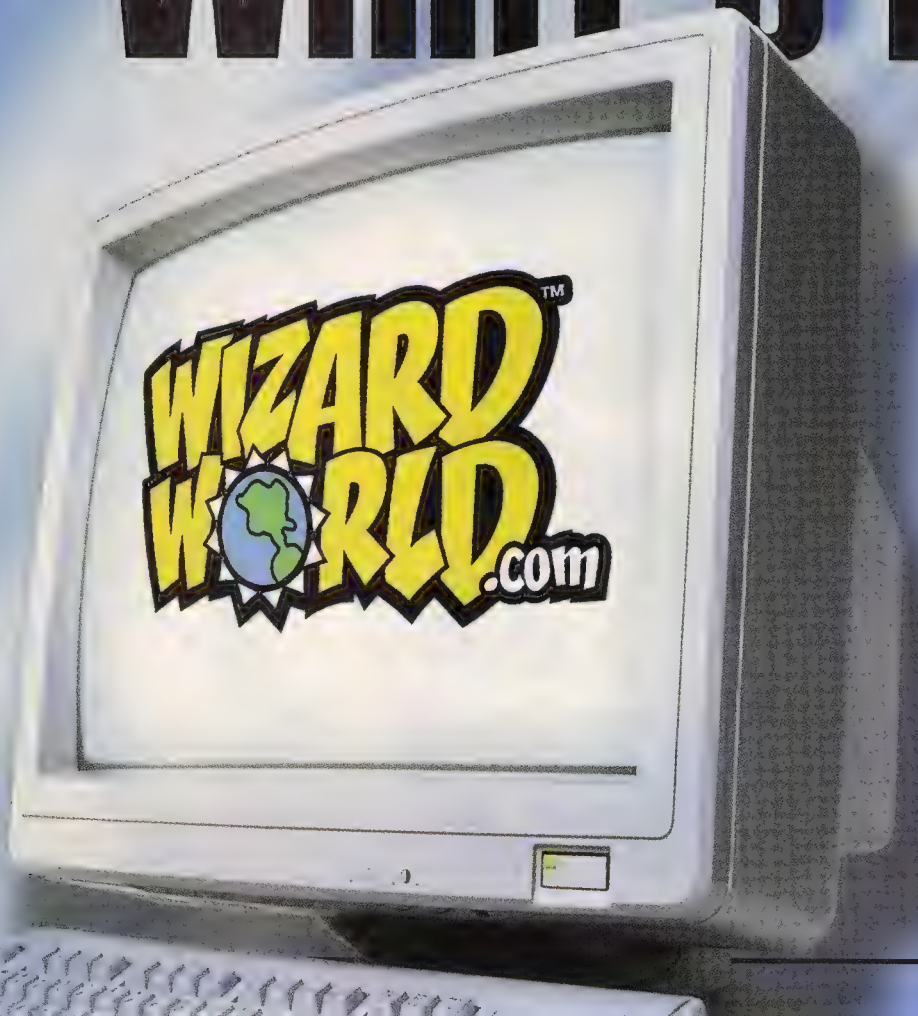
"WHAT'S IT



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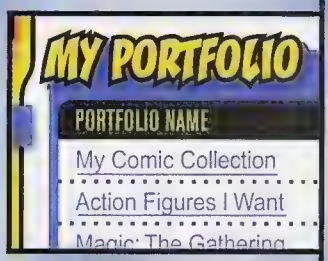

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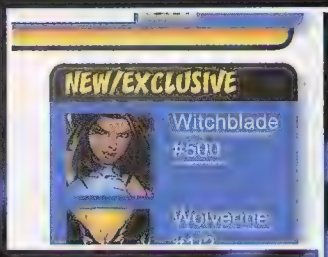

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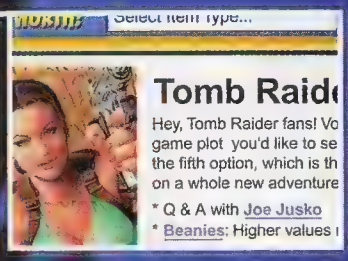
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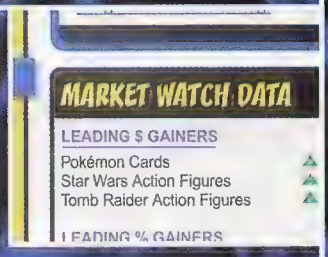

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MARKET ANALYSIS

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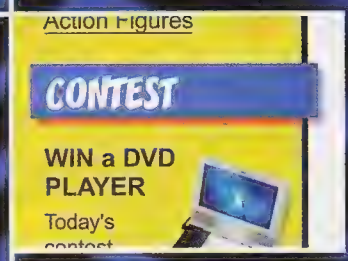
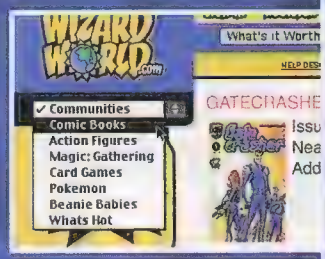


CONTESTS



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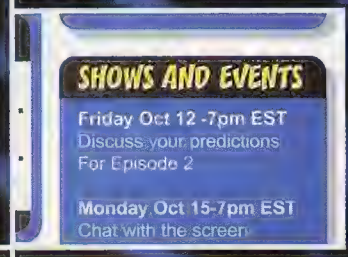

EVENT CALENDARS

EVENT CALENDARS

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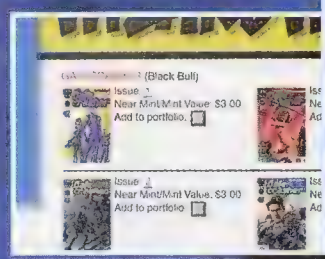

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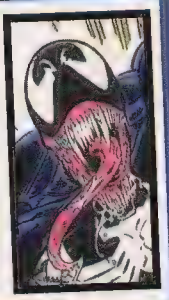


When Lex Luthor attempted to create a subservient duplicate of Superman, the process went awry, resulting in Bizarro, a creature that possesses all of Superman's powers but behaves in a backwards manner, doing everything the opposite of what's considered "normal."

During the "Secret Wars," Spider-Man received a new costume that was actually an alien symbiote. Spider-Man eventually shed his new skin, but the symbiote bonded with the mentally unstable Eddie Brock to become the homicidal Venom!

the battle... During one of his mindless patrols of Metropolis, Bizarro swerves off course and flies into New York City, where he collides with Venom right as the deranged killer is about to attack Peter Parker (a.k.a. Spider-Man). Venom becomes so enraged at the intrusion, he turns his attention (and two-foot long fangs) into tearing Bizarro to shreds. Bizarro notes "Me am sad to depart you. Give a bad day!" and attempts to fly off when Venom grabs him by the ankle and hurls him through a brick wall. Thinking it's all in fun, Bizarro blasts Venom with his heat vision and pummels him mercilessly. When Venom still won't fall, Bizarro flies circles around the psychotic villain, causing a supersonic boom that stuns the symbiote into submission. With Eddie Brock lying motionless on the street, the symbiote attempts to ooze its way to freedom. Bizarro, noticing the "pretty goo," decides to make it his pet, where he proceeds to love it, cuddle it and hug it—until it's scattered to the winds! Dismayed at the loss of his pet, Bizarro flies off, wondering if Superman has time to play.

AGREE? DISAGREE? Well, let us know! And while you're at it, send us your ideas for future Last Man Standing battles! Just e-mail us at: lastmanstanding@wizardworld.com. THANKS!

this month's battle drawn by CHRISCROSS AND ROB STULL

FIRSTLOOK

Killraven: 2020

'Dawn' creator Joseph Michael Linsner takes on another redheaded hero in his first project for Marvel Comics

Joseph Michael Linsner swears he doesn't have a fetish.

"I'm not particularly drawn to redheads," he chuckles. "It's really not a conscious choice. But the irony is not lost on me."

Linsner, famed for creating red-headed Dawn, Sirius Entertainment's sultry siren, turns his attention to another carrot-top as he tackles his first-ever Marvel project—*Killraven: 2020*, a December one-shot that Linsner will both write and paint.

Killraven stars the self-titled freedom fighter who leads Earth's rebellion against Martian conquerors in the 21st century. If you've never heard of him, it's okay—he's a character whose hardly been seen in comics since Marvel's *Amazing Adventures* #39 in 1976. Why did Linsner choose such an obscure character? The creator will tell you hair color had nothing to do with it. But the babysitter did.

"I've loved Killraven since I was knee-high to a grasshopper," he says. "I had a babysitter who'd read comics, then give them to me. That's where I discovered Killraven. The character seemed like Conan crossed with 'Planet of the Apes.' He's a guy with a sword in a post-apocalyptic wasteland. What's not to like?"

Well, those nasty Martians, for starters. Linsner's story opens with Killraven fighting off an attack that blasts open a chunk of street revealing a hidden underground laboratory. "Killraven comes across this hibernation tube containing a girl, Alice, sealed since 1976," Linsner explains. "Alice and her college classmates were disgusted with the world in '76, what with Watergate, Vietnam, and all. They figured the world would right itself in 25 years, so they set the tubes to open in 2001. Well, 2001 was when the Martians attacked."

The initial attack destroyed all the tubes except Alice's. She awakens into a world that's even worse. Killraven has to protect her from the Martians, and combat her philosophy. "She's a pacifist," Linsner explains of—surprise, surprise—another redhead. "Killraven kills on a daily basis. I want to touch on this passion of his, his unrelenting hatred for the Martians and how it blocks him off from so many other things life has to offer."

Linsner calls the story the realization of "a childhood dream." Any other Marvel dreams? "There are a couple guys I'd love to work on," he says, citing the human cyborg Deathlok, cosmic protector Adam Warlock and the, uh, Linsner-esque warrior woman Thundra. "Yes, another redhead," he laughs. "Maybe I'm more drawn to them than I thought."

WIZARD Contributing Editor Jim McLauchlin is drawn to Cheez-Its, White Castles and a good game of seven-card stud.

BY JIM McLAUCHLIN

FUTURESHOCK

THE DILLY-O

Killraven, the leader of Earth's resistance against Martian conquerors in the year 2020, returns after a 24-year layoff in a Marvel Knights one-shot written and drawn by Joseph Michael Linsner.

WHY YOU CARE

Because Linsner's drop-dead-gorgeous women and lush painted art style visit the Marvel Universe for the very first time.

DID YOU KNOW?

Linsner is such a Killraven freak, he even owns a custom Killraven Mego doll! "As a kid, the only thing I loved as much as my comics were my Megos," Linsner says. "My friend hooked me up with a custom one...One of my childhood dreams fulfilled." JM

ALICE
MARTIANS

ON TOP of the WORLD

With Batman given the boot, what's next for the JLA? Mark Waid and Bryan Hitch know, and they're going to tell you

By James Bustoce

Mark Waid has done to the JLA what Darkseid, Prometheus and Ra's Al Ghul all failed to do.

He tore out the team's heart.

In his first storyline in *JLA* #43-#46, the writer drove a schism between fan-favorite member Batman and the other heroes when the team learned that the Dark Knight Detective had secretly developed ways to defeat each and every Leaguer. He even synthesized red Kryptonite to weaken Superman. Shocked and betrayed, the JLA voted to expel him.

Now that Waid's joined by artist Bryan Hitch in *JLA* #47 this month, what will they do for an encore?

TAKING IT FROM THE TOP

Waid and Hitch have a tough act to follow. During a three-and-a-half-year tenure on *JLA*, former writer Grant Morrison and artist Howard Porter established the definitive "Big Guns" version of the team—Superman, Batman, Wonder Woman, Flash, Green Lantern, Aquaman and the Martian Manhunter, plus Plastic Man for comic relief. Morrison threw everything in the universe at the Leaguers, and they survived—barely. "These guys were treated like gods in Grant's eyes, and in the eyes of the reader," Waid says. "There was amazing idea after amazing idea, any one of which would

last me three issues—and he did them in two pages."

To follow Morrison and Porter, DC turned to Waid, Hitch, and inker Paul Neary, three of comics' top current talents. Waid combines a fanboy's enthusiasm and encyclopedic knowledge of DC continuity with a novelist's thematic sense and a pitch-perfect ear for characterization—witness his epic *Kingdom Come* and his runs on *Flash* and *Captain America*.

"Grant and I have joked that while he writes from the head, I write from the heart," Waid says. "I've learned a lot from Grant about thinking bigger. He's raised the bar—I can't get away with telling bank robber stories here!"

Waid readily acknowledges that he can't duplicate Morrison's epic scope. "Grant gave the Justice League amazing challenges, and now coming up with big enough crap to throw at them is unequivocally my greatest task," Waid says. "I mean, Grant had the JLA fight Mageddon—a creature as big as all space. And it took every human being on earth to stop him. Top that! I like to think in terms of characters first, menaces and threats second."

INTONING A RIDE

But fans of Morrison's grand JLA tales shouldn't worry that the book will become a superpowered soap opera. Waid's a master at mixing character interaction with sweeping drama: Check out *Kingdom Come*. And Hitch, whose sweeping "widescreen" work in *The Authority* was nothing short of astounding, could turn the JLA's laundry day into a panoramic epic. You can *imagine* what a 50-mile-high spaceship might look like crashing straight into a major city, but Hitch'll make you *believe* it. Heck, he already *did it*, in the pages of *Authority* #4!

"With Bryan, we get the best of both worlds," Waid says. "He keeps all the characterization in place, then he adds astounding action to it. He will turn a panel where I say, 'the Justice League teleports into a crisis and Green Lantern meets them' into a panel where the Justice League teleports in and Green Lantern is being hurled through a giant water tower. He's amped up the drama, amped up the action. Bryan can draw anything, and he's really letting me allow my imagination to run wild."

For his part, Hitch has found the transition between the two vastly different books to be a relatively smooth one.

"*The Authority* was more about spectacle and less about characterization, whereas in *JLA*, the situation is secondary to how the characters deal with it," Hitch says. "I'm still getting comfortable with how the characters move. I've always wanted to draw Superman, and I'm enjoying Flash immensely. I've really gotten the flavor for all of them now—even Plastic Man!"

THE JLA'S DARKEST SECRETS REVEALED

After doing the *JLA: Heaven's Ladder* one-shot with Waid earlier this month, Hitch joins the JLA's ongoing series in the midst of the team's greatest internal crisis ever. In the recent "Tower of Babel" storyline (Waid's first storyarc, but Porter's last), Ra's Al Ghul managed to knock off each of the Justice Leaguers with chilling ease using Batman's methods.

"The bubble of trust has burst," Waid says. "How is anybody going to trust anybody else in the JLA? That's going to be the driving

FRIENDS LIKE THESE Batman, uh, accidentally stabs Superman in the back with red Kryptonite.

question for the next six months. The worst thing about what Batman has done is that it's now not just a matter of having to look sidelong at Batman. He's planted the seed of mistrust everywhere."

The ripples of Batman's actions will reach far beyond the JLA. "We'll be using it in *Young Justice* and *Titans*, where you have Robin and Nightwing [Batman's sidekicks]," DC editor Eddie Berganza says. "Once their teammates find out about what Batman did, they'll be looking at those two and saying, 'Hey, are you doing that too?'"

The League's dismissal of Batman will have severe repercussions. "Everyone understands why Batman did what he did—they just wonder why he had to keep it a secret," Waid says. Green Lantern decides he's too much of a rookie to pass judgment. Flash understands why Batman did what he did, having seen villains take over heroes' bodies in Waid's *Silver Age* crossover. And J'onn J'onzz understands, having done almost the exact same thing in Waid's *JLA: Year One*.

HANDS-ON JUSTICE Batman ain't around to mourn Wonder Woman's death.

On the other side, Wonder Woman and Aquaman, both born warriors, can't accept the idea of having a teammate they can't fully trust. Plastic Man was shattered, emotionally and physically, by Batman's deception. That leaves the swing vote in the hands of Superman—who turns his back on his staunchest ally.

"The ongoing problem now is that [the vote] wasn't unanimous," Waid says. "There's now tension throughout the League—they realize they don't always think the same way. It introduces a note of stress that wasn't there before."

Batman fans shouldn't worry that his absence from the League means the Dark Knight'll leave the pages of *JLA*. Quite the opposite, in fact. "The upcoming stories are not just about how the League needs Batman, but also about how Batman needs the League," Waid says. "The thing I like most about all this is that Batman is still in every issue. He's not always wanted, it's not always a huge appearance, but his presence is always felt."

THE FUTURE OF THE FRANCHISE

Hitch's first arc is the "Queen of Fables" run, in which fairy tales come to life and ransack the Earth in issues #47-#49. After that comes the double-sized #50, in which at least some of the questions surrounding the Batman controversy are answered—but not in the way people might expect. "Let's put it this way," Waid says. "I can't see Batman saying, 'Gee, I'm sorry,' and dragging his toe through the dirt."

Then in issue #51, Waid and Hitch will attack the JLA at their very core—their secret identities. The Leaguers who have secret identities—everyone but Wonder Woman and Aquaman—find themselves "split off" from their alter egos. "This is not a hoax or a trick, these aren't impostors; both identities are 'real,'" Waid says. "They've got to figure out how to coexist, but what they find to their growing horror is that they're becoming more like their 'iconic' selves. Clark Kent is becoming more mild-mannered and weak, while Bruce Wayne is becoming more of a foppish playboy. Conversely, Superman is becoming more like a Kryptonian and less like an Earthman, while Batman is becoming more ruthless."

Already, the Waid/Hitch *JLA* has the makings of an instant classic. But fans had better savor it now—with Waid's announcement of going exclusive to CrossGen (**see news story on page** *38*), his *JLA* tenure will end around issue #60.

"It's killing me! It's killing me! I never thought there would be a day when my hand wouldn't be in the DC cookie jar," Waid laments on walking away from DC Comics No. 1-selling title. But editor Dan Raspler's not worried. "This gives us a chance to completely wrap up the storylines we'll have in progress, and send Mark off with a bang."

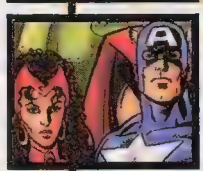
Georgia-based writer James Busbee thinks Jimmy Carter could take down the JLA any day of the week.

The Big Beat-Down

Sure, they're the masters of their own domain, but how would the JLA fare against the finest super-teams in comics? Mark Waid thinks most of these fights would boil down to two things: Batman cheats like a mother and heat vision trumps everything.

JLA vs. X-Men

"The JLA would win in a heartbeat," says Waid, a former X-writer himself. "The only thing the X-Men could do to the JLA is confuse them, like they do me! Wolverine's the toughest of the bunch, but Superman's heat vision could cook him from the inside."



JLA vs. Avengers

"Again, a JLA rout. Superman versus Thor might be a tight tussle because Superman's vulnerable to magic. But I'll still say to the day I die that Batman can beat Captain America, because Batman cheats."

JLA vs. Fantastic Four

"Reed Richards is smarter than all of the Justice Leaguers put together, but the FF is just outnumbered here. As long as they keep away from that Negative Zone portal, the JLA would probably be able to kick ass."

JLA vs. The Authority

"Talk about cheaters! The problem is that the JLA would be spending all their time trying to put the Authority in jail, and the Authority would have no such compunctions. I'm afraid the Authority would win just because they're such creeps–but it depends on whose book the fight's in."

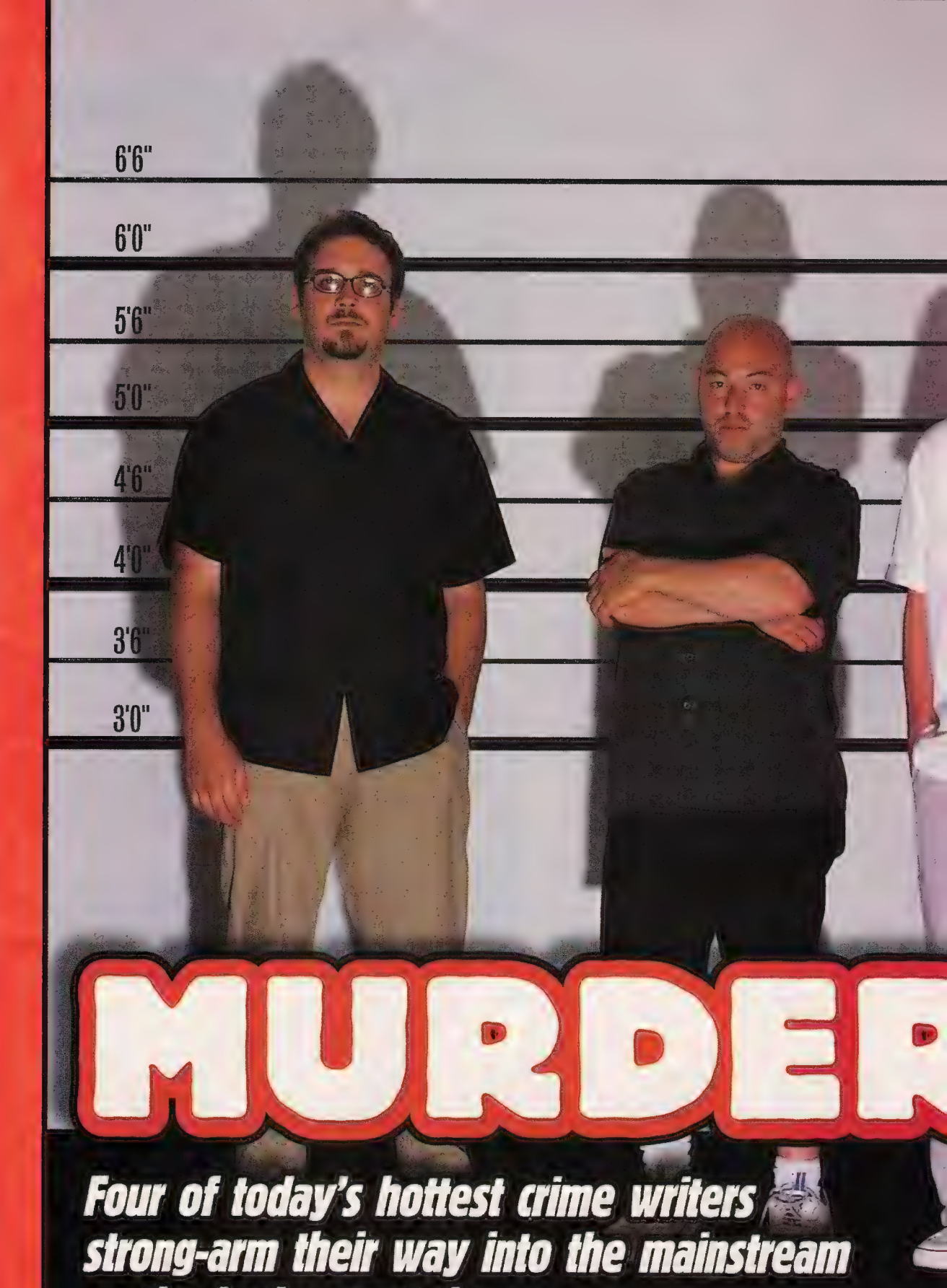
JLA vs. The Legion of Super-Heroes

"I'm afraid the Legion wins, just because there's like 85,000 Legionnaires! They'd just throw cannon fodder at the JLA to wear 'em down–'Here comes Shrinking Violet–boom! Here comes Bouncing Boy–boom!'"

JLA vs. Los Angeles Lakers

"Well, Batman would foul out in the first minute, because he cheats. The Flash could then beat the whole team by himself, and the rest of the JLA would just hang with the Lakers cheerleaders." ■ JB

O' Neal: John W. McDonough/Icon SMI

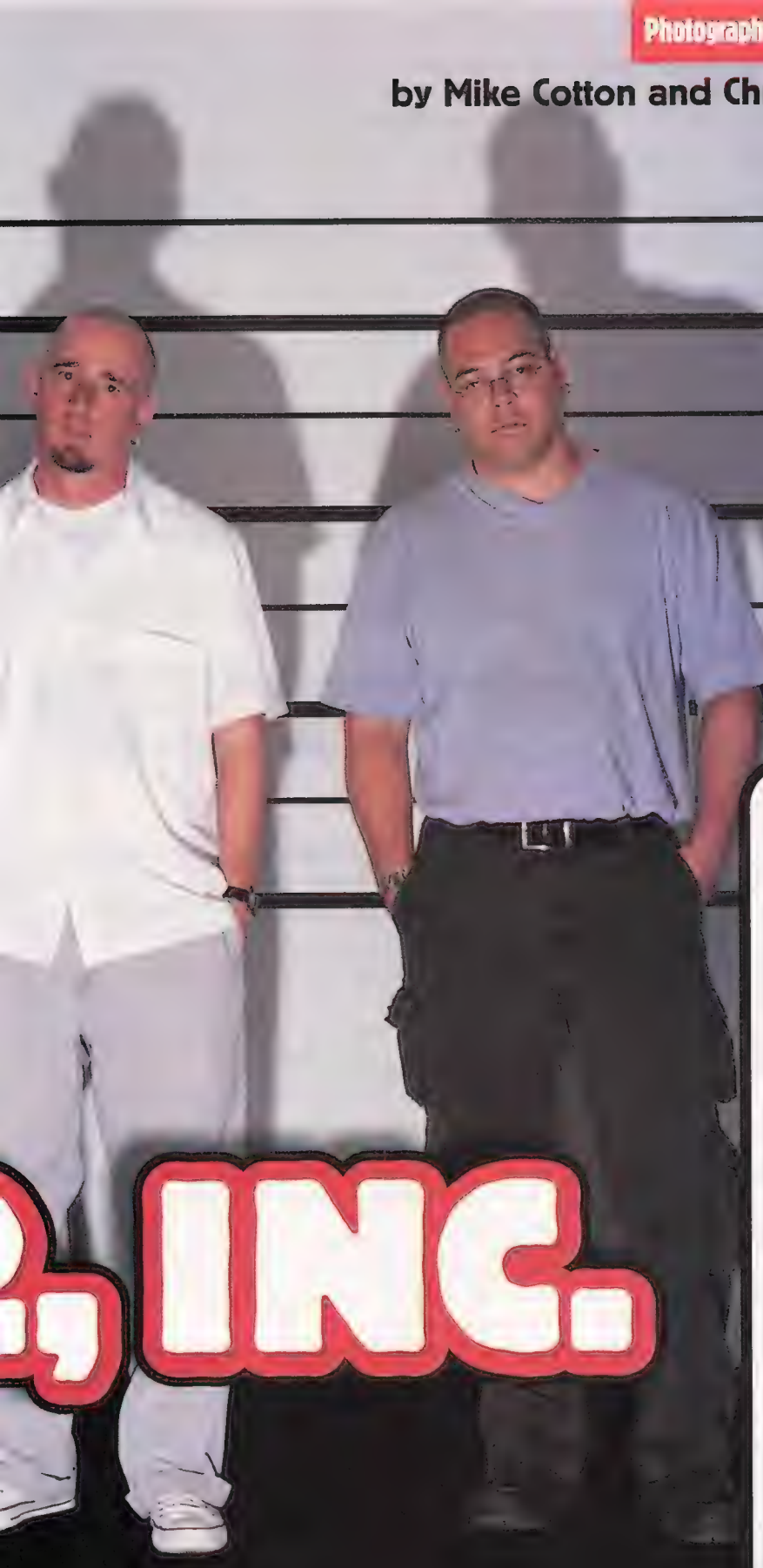


MURDER

Four of today's hottest crime writers strong-arm their way into the mainstream as the body count rises

Photography by J. Aronofsky/Zuma Press

by Mike Cotton and Christopher Lawrence



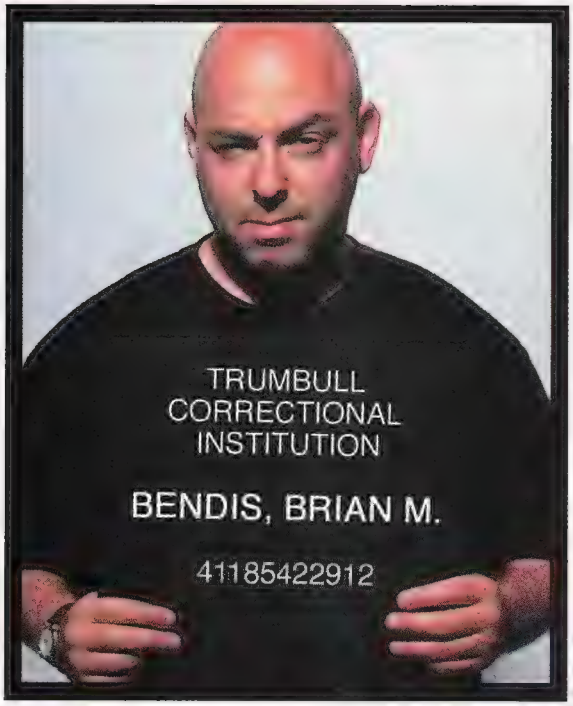
Crime does pay.

Just ask the foremost criminal minds in comics.

Brian Azzarello (*Hellblazer*), Brian Michael Bendis (*Jinx*), Ed Brubaker (*Batman*) and Greg Rucka (*Detective Comics*)—this quartet of crime writers mastermind some of the best comics available today. Their titles illuminate the darker side of life and star not superheroes but sadistic English sorcerers, unscrupulous con men, alcoholic private investigators and scorned federal agents.

From *Hellblazer*'s John Constantine to *Torso*'s Elliot Ness, suddenly it's not so bad to be the not-so-nice guy in comics. Sure, the squeaky clean images of Superman and Captain America still rule comic racks, but dark and gritty crime dramas like Bendis' *Torso*, Rucka's *Whiteout*, Azzarello's *100 Bullets* and Brubaker's *Scene of the Crime* are rapidly carving their own bloody little niche in the shadowy corners of comicdom.

So grab your trench coat and take a stroll along the wrong side of the tracks with Azzarello, Bendis, Brubaker and Rucka—but watch out for stray bullets, broken needles and deceitful tramps. Oh, and don't forget the bail money. You're going to need it...that is, if you make it out alive.



with *AKA Goldfish*, his film-noirish tale of a grifter with a heart of gold. Goldfish led to the critically acclaimed *Jinx* and its companion piece, *Jinx True Crime Confessions*.

It was *Jinx*, in fact, which brought Bendis to the attention of Cleveland's finest—and got him tossed into the back of a police cruiser. The future Eisner Award winner had been shooting a series of photo covers for *Jinx*, and the fake gun used in the pictures raised some eyebrows...and spurred frantic 911 calls that brought four police cars screeching to the scene.

When a burly cop finally joined the comic creator in the car, Bendis offered his best apology: "I can't even relate to you how sorry I am that I scared you."

It was the absolute worst thing he could have said.

"You listen to me, mister," the cop barked. "I was not the one going home dead. You were going home dead. I was going home to dinner. You were going home dead."

Bendis chomped down on his lower lip, a thinly veiled attempt to maintain his composure.

"The sarcastic a--hole in me was going, 'I can't believe I said that,'" the writer wryly recounts. "But I was quietly thanking him for all the dialogue."

Bendis followed *Jinx* with the espionage drama *Fire*, then with *Torso*, a six-issue mini-series co-written with Marc Andreyko that dramatizes legendary lawman Elliot Ness' hunt for a serial killer who decapitated his victims.

BRIAN MICHAEL BENDIS

GOING HOME DEAD

Brian Michael Bendis still shivers at the memory of the cold, steel gun barrel pressed against his head.

"I was hyper-aware of everything," he says. "I didn't know what was going on...I was like, 'Oh my God.'"

Locked in handcuffs, the comic creator found himself slammed into a concrete wall, then wrestled to the ground by a gun-toting Cleveland cop.

For writer/artist Bendis, throwing down with six irate cops makes for an incredibly productive day—it's just the type of intensive, hands-on research the Cleveland-based writer/artist thrives on in his usually exhausting, sometimes-painful quest to infuse color into his growing library of crime fiction.

Bendis burst onto the scene in 1997

DEAD END In *Powers*, Det. Christian Walker must solve superhero homicides.

Torso brought Bendis an Eisner Award—and the chance to write more mainstream titles like *Sam and Twitch*, *Powers*, *Daredevil* and the upcoming *Ultimate Spider-Man*.

It also brought him face to face with the Torso killer's decapitated prey.

Bendis' research into the Ness case led him to a Cleveland police station, the final resting place of the "Torso Death Masks," papier-mâché models of the severed heads.

"They hung them in the bus stations and train stations to try and get people to identify the victims," the writer says of the masks.

Bendis' analysis of the death masks, the crime-scene photos and every other piece of evidence he could get his hands on enabled the *Torso* co-creator to infuse the book with a sense of the crime's reality. And reality, he offers, is the main appeal of crime fiction.

"You can put yourself in the fantasy," he says. "Most people read crime stories because they would like to think that if they were in the situation, they'd be a kick-ass, fast-talkin', smartass cool guy."

And feeding that delusion, giving people the "little buzz" they get when they read a good crime story, is something Bendis loves to do.

"I absolutely adore it. From a writer's point of view, you're always interested in extreme behavior," he says. "Extremes are always more fascinating. If a guy's got a gun to his head, you're more inclined to pay attention."

A fact Bendis knows all too well. ■ CL

As last call falls at Chicago's pubs, most patrons are headed home for the night. Brian Azzarello's work has just begun.

The writer behind *Hellblazer* and *100 Bullets* doesn't rely on a library or fancy T1 line to help with research; his stories come from the streets. As grizzled drunks spill whiskey sours and trade stories in smoke-filled bars, Azzarello discovers what other writers spend their lives searching for—reality.

BRIAN AZZARELLO

WORKING THE GRAVEYARD SHIFT

"I don't have friends [in the police department]," Azzarello says with a grin. "Criminals? I'm not sure that's the word my friends would use to describe themselves, so I won't. But I like to sit at the end of the bar out of the light with the real drinkers—the guys who are there at opening and at last call, that's where the stories are."

With his shaved head, multiple earrings in his left ear, bright-red Hawaiian shirt and sinister grin, Azzarello fits in perfectly with the Chicago bar scene as well as the characters he writes—maybe that's why the writer's had such free reign on *Hellblazer*, Vertigo/DC's longest-running ongoing.

After years of writing murder-filled back-up stories and gruesome three-page tales for nearly every Vertigo anthology series, Azzarello hit it big 18 months ago with his creator-owned *100 Bullets*.

In the series, Azzarello's shadowy Agent Graves offers everyday people 100 untraceable rounds of ammunition, a gun and all the information they need to exact revenge on people who have wronged them.

But what makes the stories fascinating isn't the blood, bullets or even Azzarello's uncanny ability to pick up the nuances and lingo of the street—it's the way he captures the people in his stories. The real horror lies within the people who use and are used by the bullets—like a man who lost his family, friends, restaurant and eventually his life, all in a bid to exact revenge.

Inside the action, Azzarello's street speech gives the book the extra fire it demands. Lines such as, "Damn, where'd you get all that chedda, Emilio? You'd best not be coppin' wheels for some other playa..." makes the book feel and sound not just real but credible.

He's also injected a fresh dose of flavor into *Hellblazer* as the most recent in a long line of writers, including Alan Moore (*Top 10*) and Garth Ennis (*Preacher*), to steer the adventures of the roguish magician John Constantine.

In his first *Hellblazer* arc, Azzarello took Constantine inside a prison that rivaled the brutality of HBO's "Oz," then into the backwoods of West Virginia where he confronted killers and sadists.

But not everyone was happy to see Azzarello named *Hellblazer* writer last November. In fact, several British writers were annoyed an American, the first ever on the title, got a crack at the book.

"If you read *Hellblazer* from the beginning, you know John Constantine is as English as the Queen Mother, and London plays the part of a supporting character," Azzarello says. "For awhile, [Vertigo] wanted me to just make *Hellblazer* a traveling book, from here to there, but we compromised. I'm researching England, and while I do that I've taken him to West Virginia. He'll be back where he belongs soon enough."

But the questions is, where will Azzarello end up? He's got his two self-proclaimed "dream projects" already, so what does he do next? Although the writer likes to keep his schedule light, there's a possibility he'll pick up a *Sgt. Rock* mini-series next year and a Marvel Knights project around the same time, and Top Cow reportedly wants to work with him soon.

A sly grin lets you know Azzarello's not going to tell what his next move is—but whether it's bullets and broads, war and weapons or bikes and vengeance, he'll probably still be at the bar. Until last call. ■ MC

TRAIL 'BLAZER' Brian Azzarello gives that feisty Brit John Constantine (right) a bit of American edginess.

GREG RUCKA
BACK AGAINST THE WALL

Greg Rucka refuses to sit with his back to the door in public places. Ever.

That's what a lifetime of writing about shady criminals and underworld miscreants will do to a man. It's not that the crime writer's paranoid, he just prefers to know what's going on at all times.

"I won't sit with my back to the door," the 30-year-old Portland, Oregon native admits with a laugh. "I get really uncomfortable. I don't expect to be shot in the back, but I don't like motion behind me, where I can't track it."

It hasn't been hard to track Rucka's motion in the world of comics—his career is soaring at the speed of light. He started as a crime novelist with bestsellers such as *Keeper* and *Finder*, starring Atticus Kodiak, a personal security agent protecting abortion doctors, sizzling babes and whistle blowers. Then in 1998, he jumped into comics with his creator-owned project from Oni Press *Whiteout*, the story of Carrie Stetko, an isolated federal agent who works the toughest beat in the world—the Antarctic.

Rucka made Stetko dynamic, tough and interesting by weaving an intricate backstory that included her near-rape and the subsequent killing of a prisoner she was assigned to transport. Then he threw in tidbits like an autopsy performed on a body frozen solid and fingers lost to a sub-zero doorknob in the middle of a blizzard. For Rucka, it's the details that make his brand of crime fiction so real.

Whether it's the implosion of a building in *Detective Comics* by a corrupt businessman or the effects of frostbite on human flesh in *Whiteout*, Rucka researches it all. Rucka delves into his craft so thoroughly that he has strolled into the local police station in search of drugs.

"I've been known to walk into a police station and ask to speak to the detective-in-charge with no prior warning," explains Rucka, a physically imposing character himself at nearly 6 feet tall and 200 pounds. "Then I say, 'So, I'm curious. If I wanted to buy two kilos of heroin, where would I go?' That gets some attention. Then they want to talk."

After an explanation that he's a crime writer just hunting fresh color for his next work, Rucka says people always want to talk.

"People love to talk about what they do," Rucka chuckles. "Whether you're talking about drug deals, murder or knitting, people want to tell you what they know."

And if Rucka can't glean the info he needs from people, he turns to books and the Internet—his two favorite instruments.

"It's hard to find information on hired killers and the stuff you can find is bullsh--," Rucka says. "So you have to work on that. But things like Antarctica, explosions or terrorism? All you have to do it look it up."

But beyond all the research and long nights at the library, Rucka also writes detailed and interesting characters. You may not be sure if you should root for them or run from them, but you can't stop reading about them.

"These are stories about hard people, be they men or women, doing unpleasant things to people who are even more unpleasant than they are," Rucka says.

With all he's got going on, between *Detective Comics*, a *Huntress/Batman* mini-series and novels, you'd think Rucka might need a little break. However, there's no breather on the horizon what with another Atticus Kodiak novel, *Critical Space*, due next year, an upcoming run on *Wonder Woman* planned for late 2001 and the possibility of a *Question* mini-series looming. Thanks to that schedule, Rucka's got plenty of pressure on himself; one might even say his back's to the wall.

Then again, that's the way he likes it. ■ MC

SNAKE BIT One of Greg Rucka's tales had Batman fighting the serpentine Whisper A'Daire.

ED BRUBAKER
TURNING OVER A NEW LEAF

As people died around him, Ed Brubaker sat back, horrified by the carnage.

A bloody motorcyclist lay wedged underneath a semi-truck while an old man convulsed on the sidewalk, spitting out blood and vomit. It all happened right before Brubaker's eyes…or so he thought.

Having not slept for three days and driving through the windy streets of San Francisco while tripping on acid, Brubaker couldn't comprehend what was real and what wasn't.

Suddenly, armed robbery and drug dealing were the least of his problems—he was going insane and it had to stop. It was then that he decided to stop selling drugs and start selling scripts and confine his criminal knowledge to the printed page.

"I started drawing a lot of comics for myself, and none of them were about the crimes I committed," Brubaker says, adjusting his thick, black, framed glasses while sipping a beer. "Then when I wanted other people to start drawing my stuff, it became natural to tell a story about crime and murder. There's a lot of stuff I'm not proud of, but I'm not running from the past, either."

But he has run from the law. In fact, Brubaker seems more criminal than crime fighter—which is why he's stayed on the fringe of mainstream comics with his work on alternative comics like *Lowlife* and *At the Seams*, which dealt with close-to-home topics like personal tragedy and difficult lives rather than superheroes or even crime.

But now Brubaker's moving further and further into the mainstream—or is the mainstream moving closer to him? With comics becoming increasingly adult and dealing with mature themes, it's become a gray area. And Brubaker likes it that way.

"A lot of the superhero stuff is completely black and white," Brubaker claims. "My stuff's all grays. It's about good people doing bad things for weird reasons. I'm attracted to that. Whether it's Batman or Catwoman, they're both operating in this gray area of laws, honor and trust."

Slated to take over *Batman* for a two-issue stint beginning in August and *Catwoman* in March, Brubaker delivers what both books need—a tough edge and in-depth look at the rough lives inside Gotham City.

The San Francisco-based writer promises a grittier feel in *Catwoman*, with Selina Kyle moving into the underworld grays he's so fond of.

"My first story deals with people being murdered who live on the wrong side of the law," Brubaker teases. "Batman may care, but it's not high priority—he's not worried about someone who sold drugs who gets murdered. Catwoman, though, that's where she's from. She was a drug courier or a prostitute, probably. She knows these people and she cares."

Judging by his prior work in *Scene of the Crime*, which followed a private investigator into a world of communes, drugs, murder and incest, Brubaker plans to show a Gotham City fans haven't seen before. Brubaker also intends to take a trip back to the Bay City for a sequel to *Scene of the Crime*—*A Little Piece of Goodnight*, due sometime next year.

"*Scene of the Crime* was kicking around my head for 12 years," says the 33-year-old writer. "I knew these two girls who grew up in a commune and were molested. They were trained to [perform oral sex] and that was okay where they grew up. This new one's going to be loosely based on the death of cartoonist Alex Raymond.

Raymond, who died in a gruesome car accident in the late 1950s, was a Golden Age icon. The fictionalized account of his death will re-team Brubaker with artist Michael Lark (*Legend of the Hawkman*) and will weave mystery and comics together along with 1950s culture to produce a story unlike anything else on shelves today, Brubaker claims. But besides that, the plot's off limits—even a release date is a no-no.

So, with a top-secret sequel, plans to revamp the campy *Batman* title and a reinvented Catwoman, could Brubaker be headed for trouble?

"Sure, I could," Brubaker smirks as he orders another beer. "But I've been there before—it's not so bad." ■ MC

Can you figure out what the serial numbers in each creator's "mug shot" mean? For the answers, log on to wizardworld.com!

CAT SCRATCH FEVER Ed Brubaker can't wait to sink his claws into Catwoman.

SCREEN
stanlee.net
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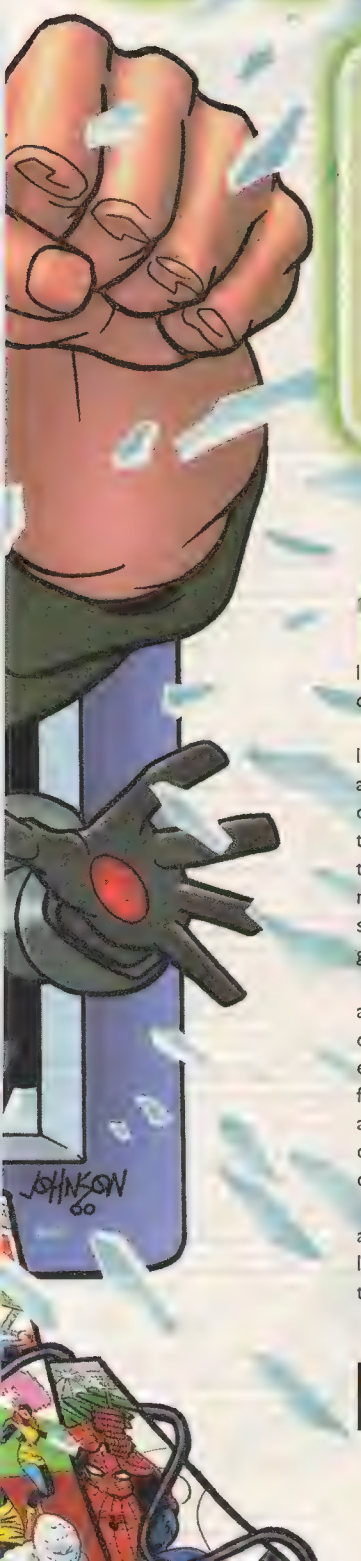
SAVERS

More and more creators turn the page on print comics and look to the Web to produce their material

by Richard Ho, Marcus S. Johnson and Seth Jones



IT'S NOT CALLED THE WORLD WIDE WEB FOR NOTHIN'.

The Internet permeates every aspect of our lives—commerce, entertainment, education—if you can name it, the Web covers it.

Comic books are no exception to this technological advancement. More and more, today's hottest and best creators are turning to the Web to produce online comics that give readers more bang than 22 pages of four-color panels. And these defections to the Web come with good reason—you may sell 20 copies of your book at a local comic shop in Peoria, Ill., but when you go online, you can get up to 10,000 hits a day from all over the world.

"The Internet is going to be—if it isn't already—the greatest, most-universal method of communication and entertainment the world has ever known," says Stan Lee, Marvel Comics founder and current President of Stan Lee Media, an entertainment company devoted to producing online comics. "It's like nothing I've ever worked on before."

The same can be said for Scott McCloud, the author behind *Reinventing Comics*, a book that tackles the effects of the Internet and computers on the comic book industry as one of its main topics.

"There'll be printed comics for a very long time to come, but I do think online comics will probably overtake them and become the primary way of delivering comics to the reader," says McCloud. "Right now, the experience isn't as good as paper in a lot of ways—computer screens are still kind of chunky and hurt the eyes, and download speeds are still slow—but those are all technological disadvantages that I think we'll be correcting in good time."

So, are online comics the push toward a comics revolution? Not necessarily. While some creators eschew the Web out of personal taste or a sense of traditionalism, other creators work on the Web simply because you can *do* more. Add in sound, animation and special effects, and an online comic virtually comes to life.

"Web animation is a great medium (much like comic books) because it allows you complete creative control and self-expression," says Jeff Allman, creator, animator and writer of the ecomic *Silence* on darkhorse.com. "You can [do] it all with a decent amount of ease."

Don't be frightened of a little change. Traditional comics aren't dead. Just think of Web comics as one step further outside the panels. And if there's one thing reading comics teaches us, it's that there's nothing wrong with breaking down boundaries.

DIGITAL EXPLOSION Creators like Stan Lee have helped to pioneer the next wave in comics.

STAN LEE MEDIA

[the deal] Calling Stan "The Man" during his early stint at Marvel Comics ain't hyperbole. His limitless imagination gave birth to beloved heroes like Spider-Man and the X-Men, and his dynamic storytelling helped establish Marvel Comics as an industry giant.

And the hits just keep on coming. Last year, Stan launched Stan Lee Media, bringing his newest wave of creations to life on the Internet. At www.stanlee.net, you'll find a host of interactive features, including online comics updated in regular installments called "Webisodes." "We do them in animation, of course, and we use actors reading the dialogue rather than dialogue balloons," explains Lee, "so they become mini-movies." *The 7th Portal* was the debut series, followed by *The Accuser* and an upcoming series called *The Drifter*. "We have about a dozen others that we'll do as soon as we get the time," promises Lee.

OUTTA SITE On stanlee.net, catch episodes of *The 7th Portal* (above) or visit with Stan 2.0 (right).

[cool tidbit] Besides the expansion of Stan Lee Media's online content to include even more interactive features, cartoons and online comics, plans for live-action versions of *The 7th Portal*, *The Accuser* and *The Drifter* are in the works.

JOE KELLY

[the deal] Since his fan-favorite stint writing Marvel Comics' *Deadpool*, Kelly continues to entice readers by employing his off-the-wall humor and fresh dialogue on titles such as *Steampunk* and *Action Comics*. And soon enough, fans can look forward to upcoming Web work from the writer. Kelly says he's currently working with a new company called "Prime Universe" (www.primeuniverse.com), where he's collaborating with artist Duncan Rouleau (*M. Rex*) and others to create online properties and ongoing episodes for Web animation. According to Kelly, he also plans to create his own personal site, but with his current writing jobs, a new baby and a backyard that's in serious need of attention, he hasn't had time just yet.

Kelly says he can visualize the Web playing a large role in the distribution of comic books in the future. But when comic books are actually being published online and you take the "book" out of the equation, a new medium is born. "Once you put the art and story on the Web, it becomes a different art form—it's no longer a comic book," Kelly says.

[cool tidbit] Besides developing properties for "Prime Universe," Kelly is also searching for an online home for his creator-owned series *M. Rex* and possibly *Steampunk*.

PUNKED OUT Joe Kelly aims to bring *Steampunk* to the Web.

SCOTT McCLOUD

[the deal] After gaining a loyal following with his popular indie series *Zot!*, McCloud solidified his status as one of the most-respected writer/artists in the biz with *Understanding Comics*, his brilliant 1993 book exploring the comics medium.

His encore? The newly released *Reinventing Comics*, which tackles, among other things, the relationship between comics and computers. Fitting, since the Internet is one of Scott's favorites topics. "It's been pretty much a full-time obsession of mine for several years," reveals McCloud. "Recently, I began doing a weekly online *Zot!* comic for www.comicbookresources.com, and a monthly feature called 'I Can't Stop Thinking!!' for www.thecomicreader.com. Both of those will be exclusive to those sites for a term, and once the term is expired, they'll come back to live at www.scottmccloud.com."

Look for Scott to keep cruising the information superhighway. "I'll do as many Web comics as I can," promises McCloud. "I'll also continue to do printed comics, but right now, if I could continue to produce original new work for the Web without going broke, I'd like to do that for a little while."

[cool tidbit] McCloud's as insightful and intelligent a creator as you'll ever see. Check out some of McCloud's inventions on his site, including the 24-Hour Comic, the Story Machine (useful for inventing plots) and the rules to 5-Card Nancy. We could tell you more about them, but they have to be seen to be understood.

ON McCLOUD 9 Scott McCloud's hero Zot (above) appears in a weeky online comic.

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MARVEL COMICS (www.marvel.com/hero)

[the deal] Wanna read the adventures of Spider-Man saving New York from the diabolical machinations of Dr. Doom or of Wolverine going on a cross-country trek in search of his missing memories? Don't bother heading down to your local comic store, fanboy—these stories can only be found at Marvel's official company Website. Marvel.com features a rotating stock of original cybercomics awaiting your viewing enjoyment, so check back regularly to keep up with the latest storylines.

WEB WOLF Thanks to applications like Shockwave, Wolvie's comic panels come to life on the Web.

Thanks to Shockwave additions, Marvel's online comics literally fly off the page. In the recent Wolverine storyline, each "panel" of the page first pops onto the screen in a type of 3-D effect, before it settles down and lays out in an actual comic page. And if you miss some dialogue in a given panel, just click on with the mouse and watch the panel fill your computer screen, allowing you ample time to follow what's going on.

[cool tidbit] When you log on to marvel.com, head on over to its Omnitheatre page, where you'll find a lot more than just the latest cybercomic. There's Marvel Radio, the music destination for Marvel fans; Excelsior Theatre, which airs stories—like Captain America's adventures during World War II—in full animation; and the Danger Room, where you can fly the X-Jet or play the Avalon X-Men game!

ALISON DARE (www.onipress.com)

[the deal] She hungers for action and adventure. She knows no fear. And she can't refuse a dare. Meet Alison Dare, Little Miss Adventures, the star of her own online comic strip from Oni Press. Refusing to be trapped by boredom and boarding school, the fun-loving adventuress constantly gets her friends mixed up in her antics, often ending up in a world of trouble. Hey, after all, girls just wanna have fun, right?

DARE TO SURF Despite the erratic posting schedule, Oni Press' *Alison Dare* is Indiana Jones meets Britney Spears!

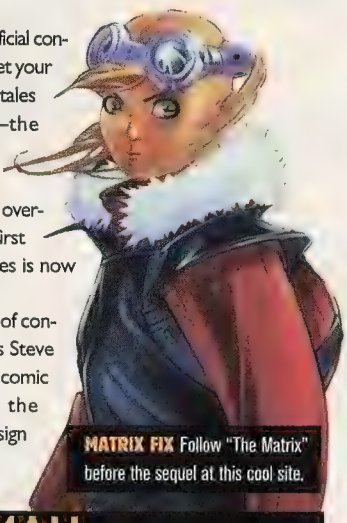
Okay, so Alison Dare isn't a superhero story—that doesn't mean there aren't any superheroes. In fact, Alison's father is a Batman-esque superhero named Scarab, her mother is an archaeologist/adventure in the mold of Lara Croft, and her uncle is Johnny Dare, super-spy. Not that Alison would ever need her family's help to get out of a jam!

[cool tidbit] While the schedule's erratic, onipress.com does present some funny, quirky strips from other creators, such as Brian Michael Bendis (*Powers*, *Sam and Twitch*) and Bernie Mirault.

THE MATRIX (www.whatisthematrix.com)

[the deal] Don't bother waiting for the sequels to "The Matrix" to continue exploring what that computerized fantasy world is all about. Visitors to the Matrix Website can find a collection of stand-alone stories, each written and drawn by various comic professionals and each set in the world of black leather and ringing telephones. The list of contributors is a virtual who's who of talent—industry heavyweights like Paul Chadwick, Neil Gaiman, Bill Sienkiewicz, Harlan Ellison, Ted McKeever and Keron Grant have all ventured into the Matrix. Even "The Matrix" directors Andy and Larry Wachowski have contributed a tale for the online comic.

Thanks to the Wachowskis' involvement, all the stories that appear on whatisthematrix.com take place within the official continuity of the movie. But don't set your watch by the schedule of the tales that appear on the site—the Webmasters post new stories whenever they receive them from creators. But based on the overwhelming fan response to the first series, a second series of stories is now underway.



MATRIX FIX Follow "The Matrix" before the sequel at this cool site.

[cool tidbit] Among the list of contributors to the site are artists Steve Skroce and Geof Darrow, two comic guys who were tapped by the Wachowski brothers to do design work for the film.

HAUNTED MAN (www.darkhorse.com)

[the deal] It's Dark Horse's very first online-only comic. Writer Gerard Jones and artist Mark Badger spin a wacky tale of "mood, suspense, and bursts of insane action…and computer geeks who eat cookies and turn into monsters," explains Badger. "It's like Batman meets the Road Runner." A mysterious superhero with extraordinary powers, the Haunted Man defends the world from all that is dangerous and silly. "It's a superhero comedy, a psycho adventure, a neurotic romp through the absurdity of a millennium we're sick of before it's even started," reveals Jones. The multimedia extravaganza features Shockwave Flash animation, full music, sound effects, pop-up word balloons and reader-controlled pace.

Dark Horse Editor-in-Chief Chris Warner believes that Web comics ignite creators to be more…well, creative when it comes to putting material online.

"For several years, the comics industry has been navel gazing about the impact of the Web on a medium that has been relegated exclusively to print," says Warner. "Luckily, while most industry folk were scratching their heads, boredom-challenged creative folk simply jumped headfirst into the digital pool and started swimming around, and their pioneering labors are paying off with some truly interesting, genuinely

entertaining material. It may not be comics as they were originally intended, but it may well be what comics will become."

[cool tidbit] Click on the "ecomics" section of the Dark Horse Website for a whole slew of online comics, including exclusive online stories for many of Dark Horse's regular print books (*Ghost*, *Madman*, and *Usagi Yojimbo*, just to name a few). In addition, check out *Silence*, Dark Horse's second, Internet-exclusive comic that debuts in October. Created, animated and written by Jeff Allman, the series is produced by Dark Horse founder and publisher Mike Richardson and tells of "a supernatural figure that balances the scales of justice."

SITE TO SEE *The Haunted Man* is Dark Horse's first–but not last–online-only comic.

WHIRLGIRL (www.showtimeonline.com)

[the deal] The Showtime Network enters into the rapidly expanding field of online comics with the radical, futuristic adventures of the heroine Whirlgirl. In the 21st century, the world is in the clutches of an info-controlling tyrant named Ty Harden, ruler of the ZoneWerks Empire. To bring him down, the rebels need a leader—someone who can kick butt and take names. Someone with an attitude. Someone with killer looks and a killer fashion sense. They need Whirlgirl, the freedom-fighting superhero who tackles evil and her personal life with the same amount of spunk.

Showtime's serious about hyping Whirlgirl. The animation looks great, and the sound effects and music are top notch. New episodes can be downloaded every Friday at 1 p.m. eastern time, but if you miss one, don't sweat it; showtimeonline.com posts the entire archives of "Whirlgirl" episodes. Plus, there's literally tons of extras on the site if you've already seen every episode, including loads of games, a Fan Club site and the Free Zone, a place to get Whirlgirl merchandise.

[cool tidbit] Wanna get into the online comic biz yourself? Go to the "Games" section of the Whirlgirl site and look for a feature called "Make a Scene," which lets you make your very own animated Whirlgirl movie.

TAKE HER FOR A WHIRL Showtime's *Whirlgirl* was one of the first comics to be created exclusively for the Web.

TIME TO TOON IN

Toonscape.com proves to be a haven for up-and-coming artists

ART ATTACK Get published on the Web at toonscape.com

Gutenberg, Schmutenberg.

The folks over at toonscape.com (**http://www.toonscape.com**) might just end up leaving old-fashioned, pen-and-ink comics in the dust.

Founded in December 1999, the San Diego-based company is fast becoming the on-demand Web address for creators who want to give the big guys a miss and bring their wares directly to the reading public.

"There's such a huge barrier to artists who want to get into the Warner Bros. of the world and the Disneys of the world," says Sheldon Owen, the company's vice president for business development. "It's very rare that these studios take on new characters, and if they do, they buy the rights. We've broken down those barriers. We're actually letting our viewers decide what they want to see."

Toonscape displays the artists' work for free and puts few restrictions on content. The only exceptions are obvious ones on outright pornography and hate speech.

"The goal right now is that we will not judge content," Owen says. "We will let the audience do it. That's the whole premise behind us." Best of all, he adds, the artists retain the copyrights to their work.

After completing a registration page, the artists upload their work, and it's all ready for viewing in about 24 hours, Owen says.

With more than 1,000 mostly unknown artists in its stable and with works that run the gamut from the spandex-clad heroes we've all come to know and love to animation and Vallejo-style fantasy, Owen says the company will constantly evolve to keep pace with reader demand.

But will digital comics replace the cheap pulpies you can roll up and stick in your back pocket?

Artist Doug Miers thinks so. The creator of a fully rendered digital comic called "Cyber Medic," Miers says he believes that the Web will eventually eclipse the printed medium.

"Hardcore comic collectors will never give up the tangibility of a vintage collectible, and there's little nostalgic value in a computer file," he says. "But as a means for communicating a story, for developing and deploying characters into meaningful situations, the Internet is every bit as valid as any traditional medium you can name." ■ JOHN L. MICEK

MAIL CALL!

Ever wanted to e-mail your favorite creator and tell 'em what you thought of their work? Well, why dontcha? In fact, most creators love to hear from their fans, and to prove it, they're letting us tell you their e-mail addresses! In some cases, there are message boards you can post your comments on, and they're just as good! Now we can't promise you'll get back a personal response, but hey, you know at least they'll read them. Tell 'em what a good job you think they're doing. Just don't be pesky. ■

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Jim Balent	http://www.jimbalentstudios.com/
Brian Michael Bendis	brian1138@aol.com
David Boller	dboller@tuskentertainment.com
Norm Breyfogle	http://www.normbreyfogle.com/ or nbreyfogle@aol.com
Kurt Busiek	kurt@apenation.com
J. Scott Campbell	http://www.dangergirl.com/
Brian Ching	Brianching1@aol.com
Tony Daniel	F5letters@aol.com
Paul Dini	jokerwb@aol.com
Chuck Dixon	http://www.dixonverse.com/
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Warren Ellis	http://www.warrenellis.com/
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Devin Grayson	http://www.2kcomics.com/
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Stuart Immonen	stuart@apenation.com
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J.M. Straczynski	Jmsat85@aol.com
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David Wohl	dwohl@topcow.com
Christina Z.	Global851@aol.com

HIP FLASK (www.hipflask.com)

[the deal] Surf on over to the site to find stories by comic vets like Jeph Loeb, Ian Churchill, Brian Bolland, Stephen Platt and Sergio Aragonés. These creators and more work to answer that age-old question: What would you do if you were a walking, talking hippopotamus who could handle a gun? Become a private agent for the top-secret Information Agency, of course. *Hip Flask* is a humorous series of online comic stories that follow the adventures of Hip Flask, Private Hippopotamus and I-Agent for the Information Agency. Along with female characters like Satin Finish and Vanity Case, Hip embarks on a whole slew of off-the-wall adventures, from spy capers to romps through barbarian times.

I get 975 dollars a day, plus expenses. 800 on front. No guarantees. And all the Apples I can eat.
The way the Chiefs who hired us holds on to a dollar, you'd think they weren't printing them anymore.
Right about now, the meter's running.
DROP OR I DROP YOU.
HUNGRY HUNGRY HIPPO Believe it or not, *Hip Flask*'s star is a private-eye hippopotamus.

[cool tidbit] The friendly folks at Comicraft, "Purveyors of Unique Design and Fine Lettering" (aka cool comic book fonts), run the Hip Flask Website. You can actually purchase any font you see on their site, from "Divine Right" to "AchtungBaby," through their handy online catalog.

BARBARIAN MORON (www.barbarianmoron.com)

[the deal] He's really big and bad, but he's even more dumb than he is big. It's Conan satire at its best, with characters like Major Jackass, whose feet smell so bad that they're capable of burning down entire forests! Barbarian Moron might take a minute or two to download, but the laughs it'll evoke make it worth it! Check out the episode from Season Two where Barbarian was almost forced to get a breast enlargement so he could host a cooking show on the Lifetime Network with Meredith Baxter-Birney! Yikes!

[cool tidbit] Barbarian's growing so big, he recently starred in a four-part crossover with show timeonline.com's Whirlgirl, a vinyl-booted hottie supergal. Check it out at either site!

WEB ANTICS You may not be able to read it on the can, but *Barbarian Moron* has plenty of great toilet humor.

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ALL DRESSED UP NO PLACE TO GO

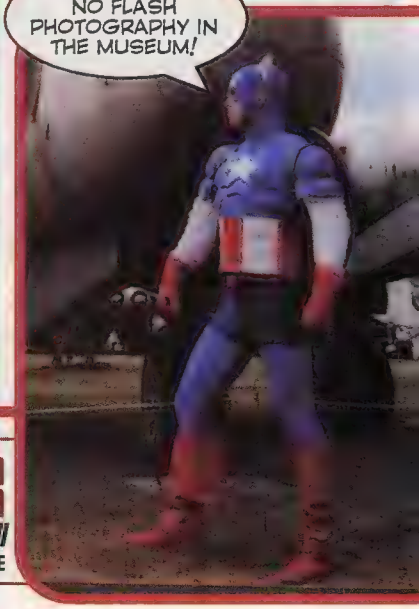
The Winners of the Ninth Annual Halloween Costume Conte

SCARY STUFF! It was a long and painstaking process to pick out this year's grand-prize winner, but after blowing through a half-dozen Meat Lover's pizza pies and a case of Fanta, us WIZARD folk finally agreed on a winning picture—until someone spilled soda all over it. (Good thing it had been put into a photo album!) Anyway, the grand-prize winner takes home a super-cool, off-da-hook, check-out-all-the-"friends"-coming-out-of-the-woodwork Toys 'R' Us gift certificate in the amount of $2,500! Congratulations! But first, some honorable mentions are in order!

SUPERGIRL
Shawn Evans
Harwood Heights, IL
MODEL: Tammy Winters

SLAVE GIRL LEIA
Michelle Jacques
Yorba Linda, CA

PLASTIC MAN
Chris Guerriero
New York, NY



CAPTAIN AMERICA
Jordan Monsell
Damariscotta, ME

WITH

est

CASSIDY
Tom Forrest
Pittsburgh, PA
(Photoshop art by Ian Whetstone)

BATGIRL
Jane Kernan
Nashua, NH

BATGIRL II
Carl Ruempler
Kissimee, FL
MODEL: Jennifer Ruempler

RORSCHACH
Aaron Abercrombie
Jamestown, NY

BATMAN BEYOND
Mike Kalinowski
Coral Springs, FL

JLA JR.

Mary Yang
Laguna Niguel, CA
MODEL: Ryan Lee

URR! URRN! THERE! CHANGE ME!
LET ME TELL YOU A TALE, MY FRIENDS...A TALE OF A GREAT WHITE WHALE...AND PEE PEE.
MADE FROM 100% KID BOOGERS!
CAN I HELP YOU?
BUY A CHANCE AND WIN A SPOT IN THE JLA!

LARA CROFT

Jennifer Degrego
Campobello, SC

GREEN LANTERNS

Kyle Rayner (left): Fisher Chavira
Hal Jordan: Jeremy Chavira

THOR

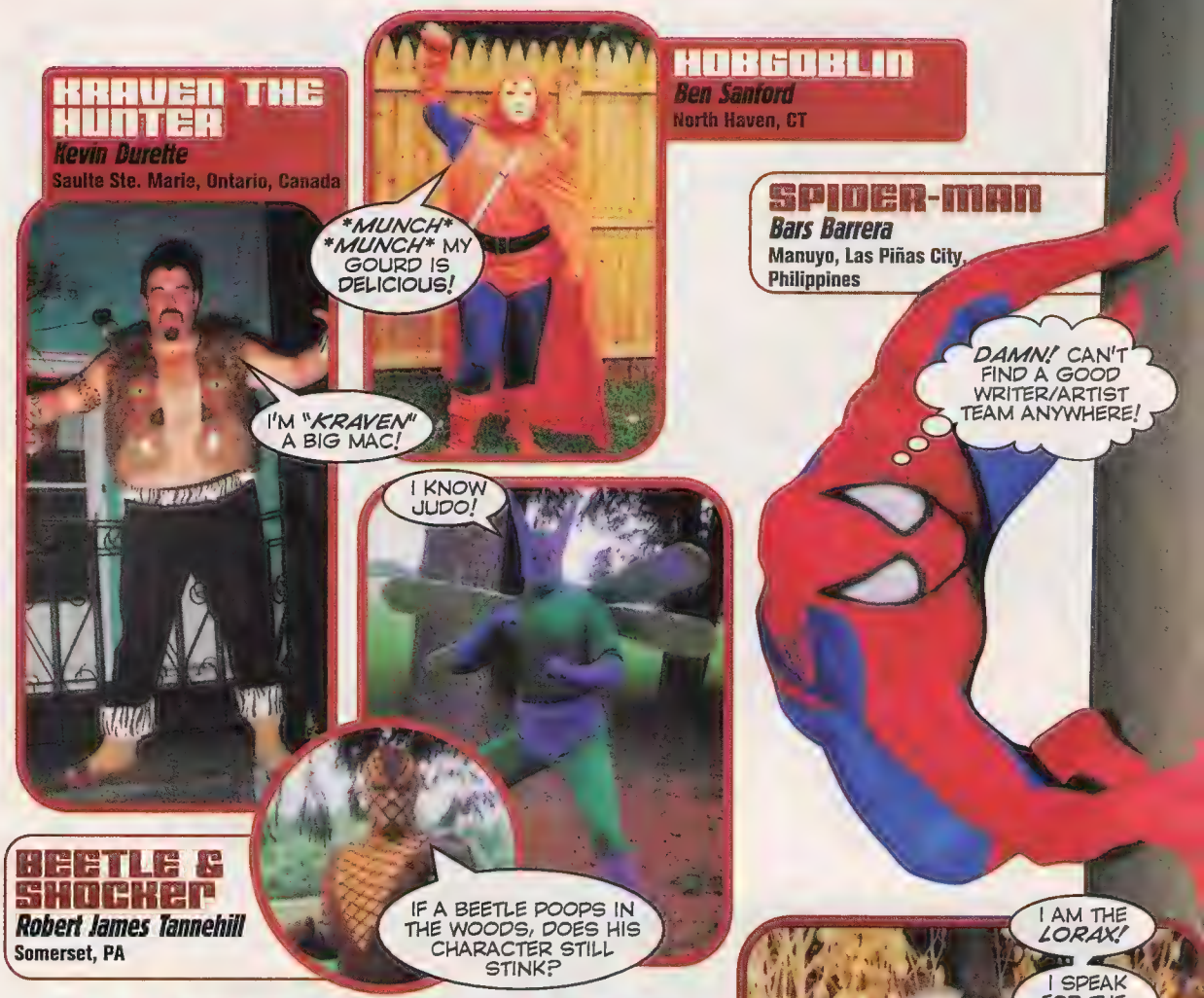
Corwin Mackney
Andover, NY

BEAKER
Alex Harrison
Savannah, GA

NIGHTCRAWLER & MYSTIQUE
Nightcrawler: Garrett Holt
Mystique: Kelly Hollifield
York, SC

MAGDALENA
Nelisa R. Mayol
Davenport, FL

IRON MAN
Bill Gorley
Yelm, WA



GRAND-PRIZE WINNER

GUNWITCH

John Dunivant
Oak Park, MI

Kids, don't try this at home.

To pack his grand prize-winning costume with as much realism as possible, Oak Park, Mich. native John Dunivant set sections of his creation ablaze and quickly beat it out to give it an aged, filthy look.

The result is a picture-perfect, real-life version of the Gunwitch character from Dan Brereton's Oni Press series *Nocturnals*. "Gunwitch just has that cool cowboy rogue feeling about him that I really like," Dunivant says. "It's that Clint Eastwood thing."

Dunivant made the entire costume from scratch, right down to the bandolier. The patchwork poncho's designs were actually painted on, rather than stitched. Dunivant says it was Gunwitch's funky hat which gave him the most trouble—it's shaped with wire and the hanging balls are extra-light to keep the frame looking just right.

A confessed zombie lover (no, not that way), Dunivant is an old hand at making zombified masks like Gunwitch's. The ingredients? Latex, tissue paper, oatmeal and rice. Nummy.

Next up for Dunivant is a 9-foot-tall costume of the pumpkin-headed Jack from "The Nightmare Before Christmas."

Hopefully he can get through that little project without, y'know, setting it on fire.

Once again, we'd like to thank all you kooky comic fans who entered this year's contest. We couldn't do it without ya! From our grand-prize winner down to the guy whose Juggernaut costume was apparently just a gigantic red trash bag, we appreciate all your hard work. Happy Halloween, and see ya next year! For more Halloween costumes, log onto www.wizardworld.com!

From Poverty... Success.
From Heartbreak... Love.
From Tragedy... Life.
ALL IT TAKES IS A MIRACLE.

MINOR MIRACLES

A stunning new graphic novel
by comics legend Will Eisner

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this October.

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DO THE EVOL

1 CYCLOPS the X-Man in focus in the show's premiere, kicks things off with a bang—he almost blows up the football team with an optic blast. Cyclops isn't quite the straight arrow he's always been portrayed to be. He's more like the "cog man on campus" in "Evolution." "He's living in a cool institute, he's got a cool car," says director Frank Paur.

2 STORM serves as an older mentor and teacher to the younger X-Men. "And the mentors don't rush in to save the day," producer Boyd Kirkland says. "The 'Evolution' creators done that by beefing up the roles of its female heroes, the show will have gender crossover."

3 While **WOLVERINE** still sports a somewhat gruff look underneath his mask, his hair has a slicker look to make it more manageable. "Marvel pandered his hair to a little bigger," Paur said. Wolverine joins Storm as a mentor at Xavier's school and appears in every episode. "He lives in the institute and helps train the kids," Forward says. "But quite often, he's got his own agenda." The Weapon X project is expected to appear in the first season.

By Christopher Lawrence

EVOLUTION

'Wizard' goes behind the scenes of Kids' WB!'s 'X-Men: Evolution' new animated series with exclusive art and sketches

Watch your backs, Dragonball Z and Powerpuff Girls. The X-Men roar back to TV screens this fall in an all-new animated series, and they're shooting for Saturday-morning supremacy.

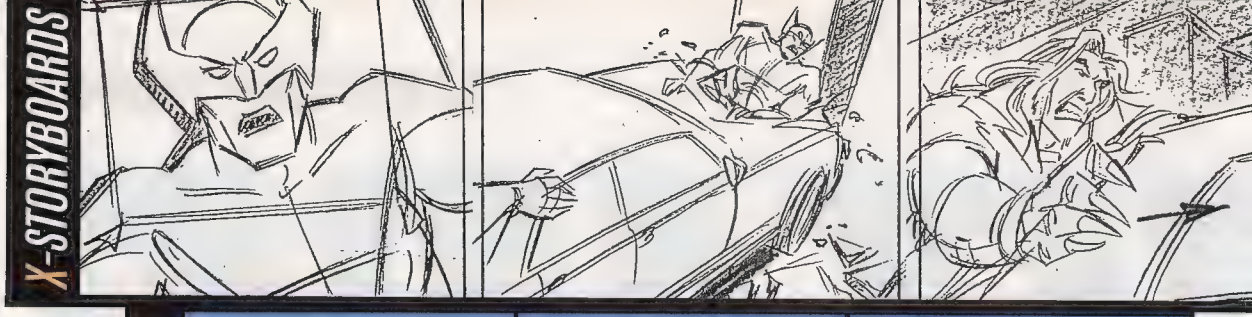
Hot off the summer's sizzling X-movie, "X-Men: Evolution" retools Marvel's mutants for the new generation of X-Men fans, pitting an all-star crop of Xavier's superpowered students against the daily struggles of high school.

The fledgling teenage X-Men, who still train with the likes of Professor X, Storm and Wolverine, attend New York's Bayville High as well.

"The main goal of the kids in 'X-Men: Evolution' is to keep their powers secret," producer Boyd Kirkland says, and that's anything but easy. "The after-school fights at Bayville are something to behold," he says. "We're taking the usual high-school scenarios and kicking them up a notch."

How? Well, WIZARD went behind the scenes of this season's hottest cartoon to find out. Take a look.

X-STORYBOARDS



MODELS, INC.

Scott Summers' final look was loosely based on "American Pie" star Chris Klein.

Angel-Xavier is reminiscent of "Austin Powers" and "Buffy" star Seth Green.

Jean Grey was influenced by "Angel" star Charisma Carpenter.

THE X-MEN

1. The design of **PROFESSOR X**'s wheelchair is based on the one from the "X-Men" movie toy line. "One of the first scripts had Juggernaut appear and kidnap the professor for no reason," Paur says. "We don't want that." The prof's other toy, the Danger Room, was redesigned by director Gary Graham; it's a circular room with a rounded ceiling. The main control center actually extends down from the apex of the curve, granting Xavier a chance to watch over the pseudo-gladiatorial combat taking place below.

2. JEAN GREY's something of a flirt in "Evolution." She reportedly tries her charms on the high-school quarterback in an early episode. Jean's original costume involved a big yellow X crisscrossing her chest; the designers later decided to give those duds to Cyclops.

3. KITTY PRYDE–"the most naive of the X-Men," Paur says–appears outgoing on the surface, but inwardly, she's terrified that she'll phase out one day and disappear. When introduced, Kitty will wind up phasing uncontrollably in the middle of the night. "Her parents think she's been sleepwalking," story editor Bob Forward says. "Until they notice her blanket is stuck halfway through the floor."

Chris Klein Photo courtesy E.J. Camp/Outline. Seth Green photo courtesy Associated Press. Charisma Carpenter photo courtesy Everett Collection.

THE VILLAINS

4. MYSTIQUE is more than just a mutant criminal–as Raven Darkholme, she's the principal of Bayville High. "Xavier knows Mystique's in charge," story editor Forward says. "But he wants the kids to learn to deal with authority figures, even if they may be problematic." Director Steve Gordon admits he would have liked to experiment more with Mystique's wardrobe by giving her a different costume than her long skirt and high heels.

5. TOAD adds comic relief, but he also becomes a serious threat to the heroes–one they'll learn not to take lightly. Living up to his namesake, Toad travels in leaps and bounds–a motion that actually looks like a jumping frog.

6. The producers of "X-Men: Evolution" put **SABRETOOTH** through several evolutions before settling on a final design. The earlier versions were more feral in nature, seemingly derived from the villain's comic predecessor. While the design process was taking place, Marvel Films President Avi Arad kept saying, "Why don't you put him in a trenchcoat?," which–unbeknownst to the animators–was the way Sabretooth would be portrayed in the "X-Men" movie.

EVOLUTION OF SPYKE

1. Spyke's original look. Originally, the minds behind "Evolution" wanted to make Spyke the muscle of the group, a beast-like character that used his mutant powers to grow bone outside of his body. While Evan's "normal" persona would look like an average child, he would transform into this. The creators eventually decided the total morph was too severe a change for such a young character.

2. "The Armadillo" model came next. There *is* a Marvel character named the Armadillo who looks pretty darn similar to this proposed sketch, however, so the "Evolution" gang headed back to the drawing board.

3. The Porcupines. These designs were quickly written off as "just too silly," says Carlos Lopez, Marvel Studios Executive Director for Creative Development.

4. The character designers decided to try for a more armored look. These concepts were among the finalists for Spyke's mutant look. "Everybody liked them," Lopez says, "but as we developed the character and he became more of a person, so to speak, it just seemed to be a bit too much." Evan is an urban kid, and the cartoon creators thought he needed to have a sleeker, faster persona–and powers to match.

5. This sketch comes closest to the streamlined, armored persona that will show up on "Evolution." (The directors tease the actual "armor" will remain under wraps until the show debuts.) Don't rule out future evolutions, though. "Of all the characters in the show, he's the one whose powers could develop in any way," Lopez says.

6. Spyke's final design, minus the armor.

For more sketches and art, including early designs and more storyboards, go to wizardworld.com.

WHAT'S NEXT?

Expect other familiar faces to show up in "X-Men: Evolution." Here are some other characters that will or may show up:

[redacted] will burst into the series in episode nine.

[redacted] will make a cameo in the series' sixth episode.

[redacted] and [redacted] could still show up in the future.

[redacted] (shown) He was originally included as one of the villains in the show (and may still pop up). Folks at Film Roman describe the character as "a teenage Bill Gates gone crazy."

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GOT GAME?

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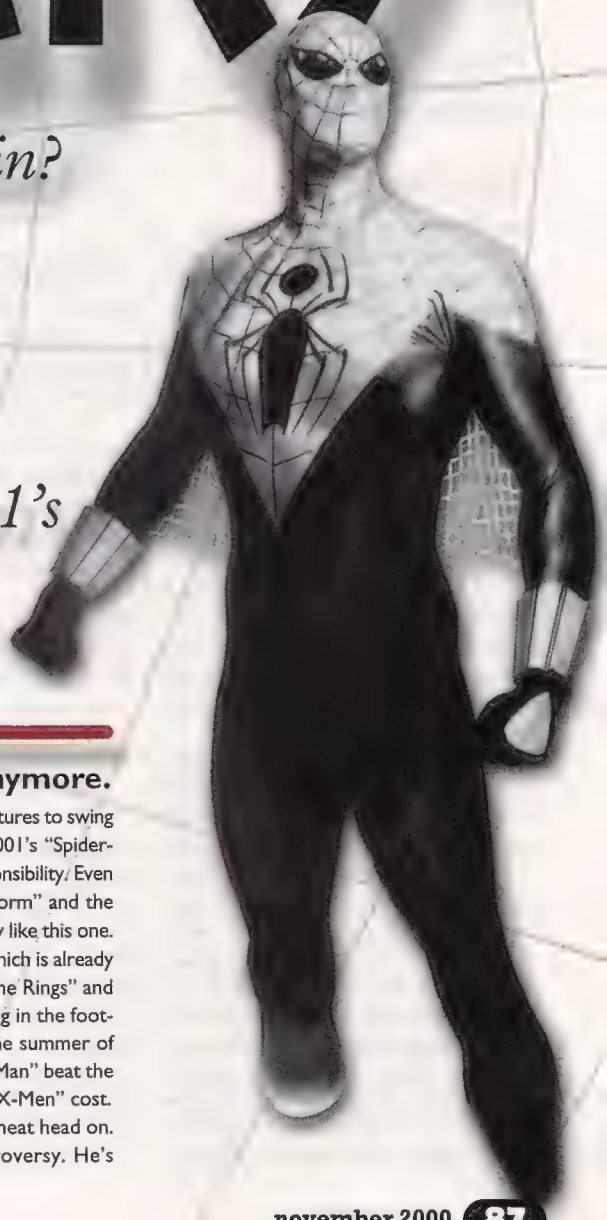
WEB

UNION SUIT Marvel Films tapped Alex Ross to paint up some costume designs (shown), but Sony wanted a Hollywood designer for the still-in-development costume.

WARS

Nic Cage as Green Goblin? Organic web-shooters? Tobey Maguire's selection as Peter Parker settles one of the many debates surrounding 2001's SPIDER-MAN film

by Mike Cotton



Tobey or not to be? It's not a question anymore.

With the 25-year old actor Tobey Maguire getting tapped by Sony Pictures to swing between the rooftops of New York City as the star of November, 2001's "Spider-Man" film, he's quickly learning that with great power comes great responsibility. Even though he's a veteran of 13 films including "Pleasantville," "The Ice Storm" and the acclaimed "The Cider House Rules," Maguire's never had a responsibility like this one.

The young actor's headlining one of the biggest films of 2001, one which is already being scheduled against other surefire holiday releases like "Lord of the Rings" and "Harry Potter." And "Spider-Man" has the unenviable task of following in the footsteps of the comic book movie blockbuster "X-Men," which ruled the summer of 2000 with a gross that recently topped $140 million. Helping "Spider-Man" beat the competition will be its budget, rumored to top the $75 million that "X-Men" cost.

Now, even with all the pressure, director Sam Raimi's facing the heat head on. An admitted Spider-Man junkie, Raimi hasn't been afraid of controversy. He's

Illustrations: Alex Ross (Spider-Man costume designed by David Williams)

already caused online hysteria with his decision to alter Spidey's web-shooters (they're not mechanical!). Even the director's selection of Maguire shocked some fans, as Tobey fended off buffer and better-known talents like Freddie Prinze Jr. and Heath Ledger.

"[Peter Parker] is not pretending to be somebody like Superman pretends to be Clark Kent," Raimi says. "Superman is really cool and unstoppable and he winks at us with those glasses and says, 'I'm just pretending to be a nerd,' but Peter really is."

So prepare for Raimi's version of "Revenge of the Nerds"—superhero style. And if you thought the controversy and online uproar for "X-Men" was out of control, prepare for an onslaught of hype and unmatched merchandising blitz as Marvel's most recognizable icon—your friendly neighborhood Spider-Man—swings into Tinseltown. So hang on tight to your webbing as WIZARD takes you on an inside look at "Spider-Man: The Movie."

CAST HIS FATE With Maguire locked in as Spidey, speculation swirls about who will sign up next as his supporting cast.

The Story

Sam Raimi gets it—no, really, he does.

Over the years, fans have seen Superman erase memories with a kiss ("Superman II") and Batman sprout nipples on his costume ("Batman & Robin")—but Raimi won't have any of that for our boy Peter.

Working from James Cameron's scriptment, written in 1990 during the production of "Terminator 2," screenwriters David Koepp ("Men in Black") and Scott Rosenberg ("Disturbing Behavior") made major changes in the original, taking out villains Sandman and Carlton Strand (an Electro/Kingpin-like villain) and replacing them in the intial draft with Raimi's favorites—the Green Goblin and Dr. Octopus. But latest word regarding the script is Rosenberg dumped Doctor Otto Octavius completely from the film in order to focus more on the primary characters.

A major change to Cameron's story is the addition of a love triangle between Mary Jane Watson, Peter Parker and Harry Osborn, according to an insider who read Koepp's script.

"In some sense it'll be a very simple coming-of-age story," the director says. "A story of a teenager who has certain goals—to be with this woman he admires and in a teenage way is lusting after, and to be popular. But when he becomes Spider-Man, what he's going to learn is that he now has the power to do everything that he's ever wanted. But yet, he's going to forsake these goals in the climax of the piece because he's going to accept a greater responsibility—the responsibility that comes with great power."

Marvel Films President Avi Arad confirms the story won't stray too far from Spider-Man creators Stan Lee and Steve Ditko's original vision of Peter Parker and the arachnid hero.

"Obviously there will be cinematic changes—things that the movie brings to screen better than the printed word," Arad says. "The character and villains are very accurate to their origin and Mary Jane is the Mary Jane that we all know and love."

The Cast

Doughy, chubby, uncoordinated—these aren't words to describe Spider-Man. But that was the perception of Maguire prior to his screen test.

Then Maguire tested with Raimi.

The director was blown away by what he saw—an agile, buff, wiry hunk who slid seamlessly into the Spidey costume and superhero persona—while still retaining his nerdy qualities.

While other actors such as Ledger, Chris O'Donnell and Prinze all vied for the role, Maguire stole Raimi's heart with his new look, which he acquired thanks to months of workouts and strength training. But it was also Maguire's dramatic background in film such as "The Ice Storm" that made Raimi believe the actor had what it took.

Maguire was cast on July 31 for a reported $3-$4 million in a pay-or-play deal that benefits Maguire whether the movie gets made or not.

"As an actor, Tobey is a director's dream," Raimi says. "He has all the qualities we were looking for in our Peter Parker. I've never been so blessed with so many great young actors wanting to play the part."

While Maguire will play both Peter Parker and Spider-Man, most of the in-costume work will allegedly be done by a stuntman or simulated with CGI effects. In fact, Cirque Du Soleil ballerina Helena Buonfiglioli was reportedly hired in August to design the choreography for Spider-Man's aerial "dance" through Manhattan's skyline. Buonfiglioli already started motion-capture test moves for Raimi's approval in August.

So with Maguire cast and special effects already beginning, Raimi's attention turned to the rest of Hollywood to fill in his other leads. Here's a rundown of his choices:

★ **Ted Raimi** (Joxer on "Xena" and younger brother to Sam Raimi) proclaimed he'll have a cameo role as **Dr. Curt Conners**, the one-armed scientist who eventually becomes the Lizard in comic book continuity.

★ Sony Pictures' weekly newsletter *Showbiz Scoop* reported **Nicolas Cage** is the front-runner for the role of Norman Osborn, a.k.a. the **Green Goblin**. "Nic Cage is close to joining 'Spider-Man' alongside star Tobey Maguire, as nemesis the Green Goblin, whose bat-flying antics leave a trail of pumpkins behind

Maguire, Cage, Fishburne, Hoskins, Macy and Dennehy: Everett Collection

him," states the newsletter.

Cage, who was also attached to the new "Superman" movie until a few months ago, is shooting John Woo's "Windtalkers" in Hawaii until December but expressed interest in the part through his publicist. But recent reports in *Variety* attach Cage to headline Columbia Pictures' $25 million movie "Adaptation" written and directed by the guys who did "Being John Malkovich." If he were to take this part, it pretty much locks Cage out of the Spidey movie.

★ The Coen Brothers ("Fargo") and Raimi have been friends for years and when Raimi started looking for **J. Jonah Jameson**, he went to "Fargo" lead **William H. Macy**. While Raimi's dying for Macy to pick up the part of the gruff publisher of the *Daily Bugle*, the actor's already committed to "Jurassic Park 3." The director may shoot around JJJ's scenes until Macy can make it to the set.

★ Everyone from **Laurence Fishburne** ("The Matrix") to **Bob Hoskins** ("Who Framed Roger Rabbit?") has been suggested as a candidate to strap on Otto Octavius' arms. Raimi says he wants an actor physically different from Cage and not your everyday supervillain type. But that's if there's even a Doc Ock in the script now.

★ Rumblings also recently emerged regarding **Bruce Campbell** as the **Green Goblin**. This be may more wishful thinking to have Raimi re-team with Campbell (who've worked together on the "Evil Dead" trilogy among other movie/TV projects). But allegedly rumors developed from "The X-Files" set of all places, when Campbell was overlooked for the part of Scully's new partner. Chris Carter (creator of "The X-Files") was overheard saying Campbell was in talks with Raimi to play Norman Osborn.

★ **Uncle Ben** plays a much larger part in the "Spider-Man" movie than he did in the comic book and Raimi plans to capitalize as rumors abound that veteran actor **Brian Dennehy** ("Cocoon") is being pursued for the role.

★ Raimi's also casting the integral roles of **Aunt May**, **Mary Jane Watson** and **Harry Osborn**, but front-runners have yet to emerge for those parts.

Effects/Production

Organic web-shooters or mechanical web-shooters?

It's become fandom's biggest debate over the "Spider-Man" movie, ruffling feathers and driving fanboys mad. But the debate isn't as cut and dried as the guys at **www.no-organic-webshooters.com**—a Website devoted to promoting the use of mechanical web-shooters in the movie—would have you believe. An insider associated with the film says while Raimi's adament about using organic webs that sprout from slits in Spider-Man's wrists, he's also considering using mechanical regulators to help the hero control the flow of webs.

"There would be these metallic regulators on the outside of the costume," says the insider.

If you thought the hundreds of special effects shots in "X-Men" were outstanding, wait until Raimi gets his hands on talents such as John Dykstra, who worked on the "Star Wars" effects and the last two "Batman" movies.

"You can really create these digital cities and we can soar with Spider-Man above Manhattan," Raimi says. "What I want to do is show it like you'd show a great Olympic skating routine."

Much of the early shooting will take place on a sound stage, where stunt men as well as Maguire will shoot special effects scenes of Spider-Man doing everything from swinging from rooftops to clinging to walls.

But "Spider-Man" won't just be about special effects. Danny Elfman, who scored Raimi's "A Simple Plan" as well as Tim Burton's two "Batman" films, will write the theme song as well as the score for the "Spider-Man" film, according to the Internet Movie Database (www.imdb.com).

Raimi's production crew has been spotted in New York City searching for locations, even straying out into the Forest Hills section of Queens to scout for Peter Parker's home and neighborhood. In fact, three houses have been narrowed for Mary Jane's home, which will allegedly be right next door to Peter's. The crew's hunting for a good place to spotlight a snowy winter night when Mary

SEEING GREEN Ross designed his Green Goblin following Sony's idea that the Goblin physically transforms into his look wearing tattered clothing, not a costume.

AMAZING FRIEND Ross borrowed his costume designs from a sketch drawn by Warner Bros. artist David Williams. Ross says Williams' take "was absolutely perfect for the film."

Jane and Peter bond. The scene is set to be filmed in February when the production moves to New York. Also being scouted are the science halls of the University of California-Berkeley. The art department has been bugging professors about a scene in which "Spider-Man" leaps onto a huge telescope and designs for the telescope will be based on Berkeley's Atomic Resolution Microscope.

The Costumes

Who wouldn't want painter Alex Ross to help design Spider-Man's big screen look? Apparently, Sony Pictures.

Ross, the visionary behind *Kingdom Come* and *Marvels,* was approached early on by Marvel Films to do sketches and paintings of costumes for Spider-Man and the villains. Luckily, Ross already had an idea of what the threads should look like.

"I was visiting David Williams, a friend who works at Warner Bros. and I saw this drawing (of Spider-Man) up on a cubicle wall," Ross says. "I reacted with a girlish scream of delight. It was just a striking, simplistic interpretation of Spider-Man that was absolutely perfect for film."

Ross and Williams' interpretation of Spider-Man did away with the huge white lenses in the hero's mask and replaced them with black reflective lenses. The design also moved away from a blue and red costume for Spidey and played up the original vision of a black and red costume by Spider-Man co-creator Steve Ditko.

Unfortunately, Ross' designs won't be used. After submitting sketches and paintings, Ross got word Sony Pictures had already signed a costume designer.

There are also those costume designs popping up online that were taken from a video presented by Marvel at the San Diego ComicCon in July. The sketches showed a scaly, reptilian-like costume instead of the smooth one fans are accustomed to. According to Marvel, those shots were taken from designs presented to Sony Pictures by Marvel and not by anyone officially designing costumes for the film.

Raimi's already hired Amalgamated Dynamics Inc., which has worked on "The X-Files," "Wolf" and "Terminator," and has already fitted Maguire for a costume, a very painful process according to the actor.

"They put some kinda grease on my body and then layer after layer of this...stuff," Maguire says. "When it hardens they take it off and it's a bit painful 'cause I have hair on my body."

Raimi plans to go with a tight, leather-looking costume playing up the darker colors so Spider-Man blends into shadows easier.

Then there are the villains. The Green Goblin will reportedly not wear a costume; instead, he'll physically change into the Goblin persona, thus early costume designs suggest ripped clothes and a hooded shirt instead of an actual costume, insiders report.

The Hype

Black or blue costume, organic or mechanical web-shooters, casting decisions—there's a lot of unknowns about the "Spider-Man" film but that ain't stopping the hype from building.

The cameras haven't even started rolling yet but there's already tons of Websites devoted to the flick and fans are in a lather.

Spider-Man co-creator Lee is even encouraging fans during online chats to petition Raimi to give the creator a cameo in the movie like Bryan Singer did in "X-Men."

Fans and Lee aren't the only ones excited; Marvel Comics plans to capitalize on the movie with comic book tie-ins and Toy Biz already has two lines of Spider-Man action figures in development, including one specially geared toward the movie.

"The whole idea is to get out and really maximize the talent of (Marvel and Sony)," says Peter Dang, Sony Pictures consumer products president. "Marvel knows Spider-Man—it is the crown jewel in their superhero universe. With us, it's expertise in movie marketing and the movie licensing."

On Marvel's end, Arad is just as excited about the film as the fans are.

"'X-Men' was our coming-out party, our bar mitzvah," says Arad, who also serves as executive producer of "Spider-Man." "With 'Spider-Man' it's a whole new show. As big as 'X-Men' is, 'Spider-Man' will be even bigger." (W)

WIZARD Staff Writer Mike Cotton likes to pour layer after layer of grease over himself, but he does it for purely recreational reasons. Additional reporting by Zachary Sotolongo.

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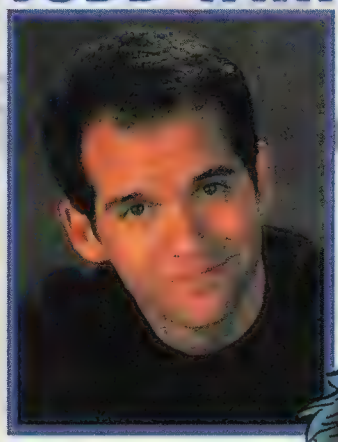
CASTING call

JUDD WINICK casts the GREEN LANTERN MOVIE!



Having been thrust into the enviable position of new scribe of *Green Lantern*, I am now swamped with a multitude of opportunities—one being the legendary WIZARD Casting Call! For the sake of argument and with apologies to the level-headed folks of H.E.A.T., I will cast for the present era, the Kyle Rayner era. And if any of you humps from Hollywood want to actually do this bad boy for the theaters, I have a screenplay ready to go. Ya hear that? READY TO GO. I'm your man. Call. I'm here. Say the word.

BRENDAN FRASER as
KYLE RAYNER

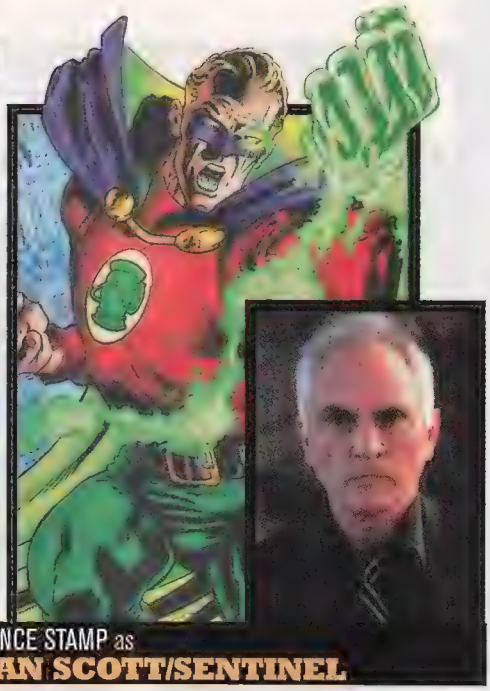
He's got the hair, he's got the muscles, he's done "The Mummy," he's gonna do another "Mummy." He's down with the program. Can we find an actor who can match the earnest action with humor? Lotsa folks would like to see this cat in GL togs.

THE FACE OF EVIL
WHAT COMIC VILLAINS HAVE PLANNED FOR 2001

DARK ANGEL • The interdimensional witch who's hassled Donna Troy in the pages of Wonder Woman will be migrating to *Titans* for November's #23 and into the new year. Her agenda? Just kill Donna. That's all. •

JESSICA ALBA as **JADE**

Oh, why the hell not... If ya don't recognize her (and shame on you—you should), she starred in the remade "Flipper" TV series a while back and is the star of the upcoming "Dark Angel" TV series from James Cameron.

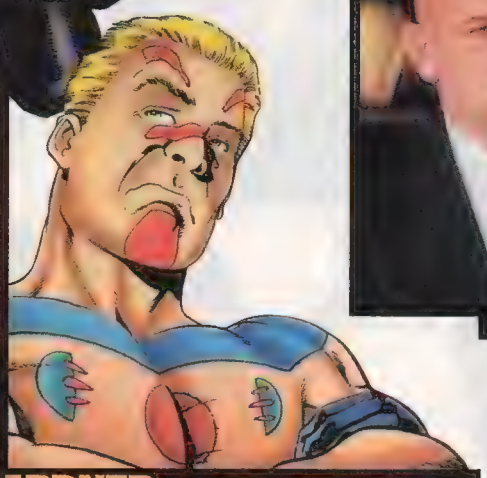


TERENCE STAMP as **ALAN SCOTT/SENTINEL**

Alan has an elder statesman quality that Stamp ("The Limey") has in so many ways. At the same time, Alan's a warrior from the old school—just like Stamp was when he was stealing dates from Warren Beatty.

GOVERNOR JESSE VENTURA as **RADU**

Everybody's favorite coffee shop owner should be played by everybody's favorite governor of Minnesota. "Have some of the French Roast, Kyle. It'll make you a sexual Tyrannosaurus—just like me..."



RON ELDARD as **GUY GARDNER**

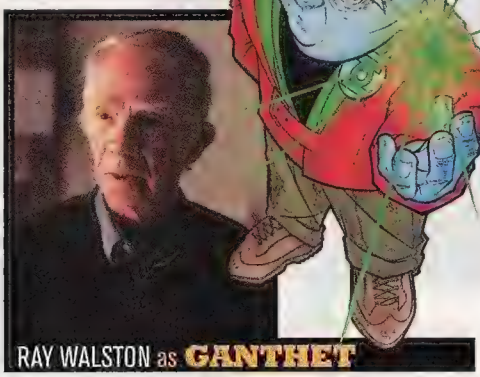
He exudes this presence of a regular joe but can be seen as a bad-ass as well. Y'see him on "ER"? Y'see him in "Sleepers"? Y'see him on NBC's "Men Behaving Badly"? (Well, OK, maybe I'm the only one who saw that last one.) He's the guy for Guy.

ANDRE BRAUGHER as **JOHN STEWART**

Andre is one of the most powerful actors on the planet. You doubt me? Go watch a rerun of "Homicide: Life on the Street" (assuming you can find it). Watch Braugher roast a perp like a pig on a spit. He wouldn't even have to work hard to nail Stewart.

RAY LIOTTA as HAL JORDAN/PARALLAX

Settle down! I've got my reasons! Many, many people were so ticked off that our Hal went postal and whacked the whole Green Lantern Corps. It just seemed so unlikely. So unbelievable. But can you see Ray Liotta ("Cop Land") doing it? You betcha.



RAY WALSTON as GANTHET

From "My Favorite Martian," to "The Happy Hooker Goes to Washington," to "Picket Fences," this is a man who can deliver a performance. Like Ganthet himself, Walston carries himself with a quiet but powerful dignity, all coming from someone of a diminutive stature.

JAKE BUSEY as EFFIGY

Effigy is a crazy S.O.B. and so is Gary's boy. You'd know him as Ace from "Starship Troopers" and as Dennnis (what's with all the 'n's?) from UPN's short-lived show, "Shasta McNasty."

ANGELA BASSETT as FATALITY

Ms. Basset ("Supernova") has practically cornered the market on being a woman we are pretty sure could just feed us our lunches and take our milk money. But we'd kinda like the roughin' up. Beautiful and dangerous.

JONATHAN PRYCE as SINESTRO

Sinestro, I believe, is named for a clever turn of the word, sinister. You see it now too, huh? And this man can give us sinister. Forget the James Bond film ("Tomorrow Never Dies"), go watch him as the devil in "Something Wicked This Way Comes." It'll scare the beans out of you.

WARNER, PAUL SCHIRALDI, VENTURA, AP WIDE WORLD, ALL OTHER PHOTOS: EVERETT COLLECTION

QUIET ON THE SET!

THE FACE OF EVIL

WHAT COMIC VILLAINS HAVE PLANNED FOR 2001

GREEN GOBLIN (ULTIMATE SPIDER-MAN) • The "Ultimate" version of Norman Osborn is much less a mad scientist and much more a financial tycoon. When a horrible series of events creates the Green Goblin, Osborn destroys his own existence so that only the Goblin exists. •

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Gasaraki is a wonderfully intricate anime which has woven Japanese tradition, mecha action, and politics into a complex pattern. - SciFi.com
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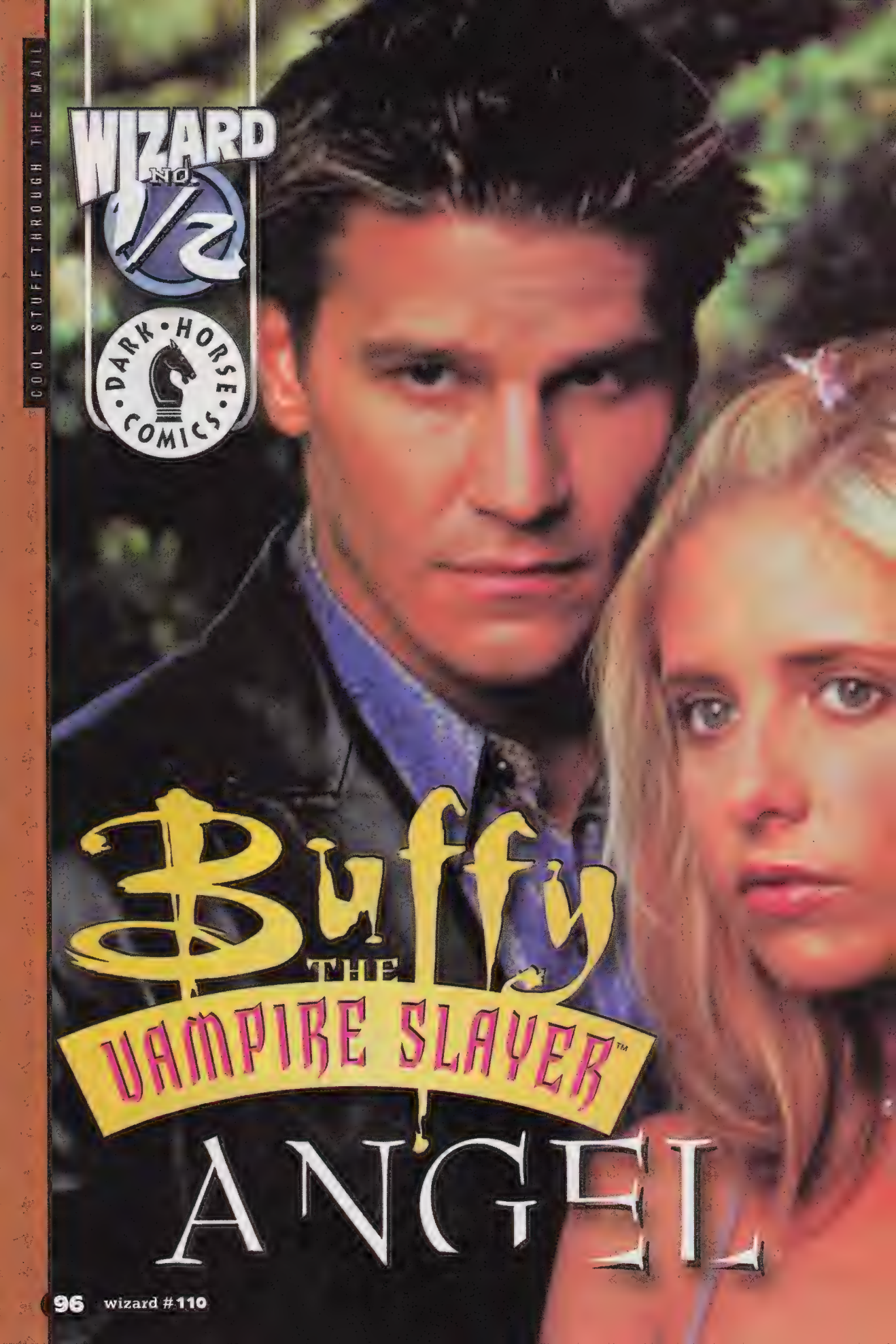
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COMING attracti

'CLERKS 2' SCRAPPED

Smith secretive about 'View Askew 5'

HOLLYWOOD HOT LIST!
'X-MEN: EVOLUTION' page 80
'SPIDER-MAN' page 86

Part of being a director? Changing your direction. That's what writer/director and comic fan-deluxe Kevin Smith has done. His much-anticipated fifth film has changed. "Even though we teased it at the end of 'Dogma' last year, the next flick is *not* 'Clerks 2,'" Smith announced.

Smith is permanently scrapping "Clerks 2," the sequel to his award-winning debut "Clerks." A new film with the working title "View Askew 5" (or "VA5") will take its place.

"Initially, I thought 'Clerks 2' would make sense as a bookend," Smith relayed. "But the story is no longer just about [clerks] Dante and Randal. We have one very important story to wrap up that began in 'Clerks' and carried through all four flicks. It doesn't take a genius to figure out whose story I'm talking about."

Smith remained tight-lipped on the title ("The minute we give it out, it's blown as to what the movie's about,") but promised "'VA5' will touch on everything I've been involved with over the last six years: 'Good Will Hunting,' the 'Clerks' cartoon, comics, even the 'Superman' flick."

Smith also let fly with casting details. Jason Lee will play two roles, and Ben Affleck will appear. Smith says that "Dogma" star Chris Rock is tentative. There will also be "new faces that haven't been cast yet," according to Smith.

And as with any Smith flick, in-jokes about his previous films will abound—even references to "Dogma," where the appearance of God on Earth wiped the characters' memories clean. "Two cats in particular recall all the events of 'Dogma,'" Smith said. "But most people think they're just high."

Those cats, Jay (played by Jason Mewes) and Silent Bob (played by Smith himself), will make their final celluloid appearance. "Yes, this is the movie that closes the 'View Askew-niverse,'" Smith said. "It's the last movie for all these guys."

But the characters won't go away entirely. "Any dangling plot threads will eventually wind up as a *Clerks* comic," Smith said. "We're going to do a Steve, Dave and Walt tale, and the 'Mallrats' comic sequel, *Mallrats 2: Die Hard in a Mall*. Should be fun."

CLOSING TIME Kevin Smith (right) says his next View Askew flick won't be "Clerks 2."

But all that will be after "VA5." Smith is currently working on his fifth draft of the script. Producer Scott Mosier is budgeting, with an eye to begin filming in December 2000, on Smith's usual stomping grounds of Red Bank, N.J. So drop by—many View Askew fans were extras in "Dogma."

"Granted, these were large crowd scenes, not speaking parts. But it still gave our fans—all eight of them, I think—a chance to be a part of the magic," Smith said. "We'll probably do the same for 'VA5.'"

Smith said fans should check his Website (www.viewaskew.com) for updates. "But please," he said. "Don't send tapes of your acting abilities. We only use them to record 'Law & Order' episodes over." ■ JIM McLAUCHLIN

SMITH: EVERETT COLLECTION; MAINE: FOX

THE FACE OF... EVIL

WHAT COMIC VILLAINS HAVE PLANNED FOR 2001

GREEN GOBLIN • The "Ultimate" version of Norman Osborn is much less a mad scientist and much more a financial tycoon. When a horrible series of events creates the *Green Goblin*, Osborn destroys his own existence so that only the Goblin exists. •

HOLLYWOOD AND TV STUFF THAT YOU CARE ABOUT

tons

LIGHTS, CAMERA, ACTION?

WARNER BROS. CONFIDENTIAL

Just 'cause you haven't *seen* a trailer for the next "Superman" or "Batman" flick doesn't mean the little elves at Warner Bros. aren't hard at work making comic movies.

In fact, one Warner Bros. source, speaking under anonymity, allowed WIZARD a peek behind the curtain *and* a late-night trip inside the Warner sanctum sanctorum. Here's what we found out:

BATMAN The next "Batman" movie *will* be a "Batman: Year One" take, based on Frank Miller's classic *Batman* #404-#407. Mock-up movie posters exist, and Miller will be credited as an "advisor" for the flick, slated for a 2002 release.

BAT TO BASICS It looks like Warner Bros. will take the Year One approach with the next Bat-movie.

Warner Bros. is still searching for an actor to wear the cape and cowl, and Batman will go back to being a street-level instrument of vengeance. "Right now, there's not a villain," the Warner insider said. "There may not *be* a villain. It might just be Batman being Batman, running around beating on crooks and thugs."

The studio also recently announced it was pursuing a "Batman Beyond" live action film as well, to be written by the animated show's creators Paul Dini and Alan Burnett with Boaz Yakin ("Fresh") scheduled to direct.

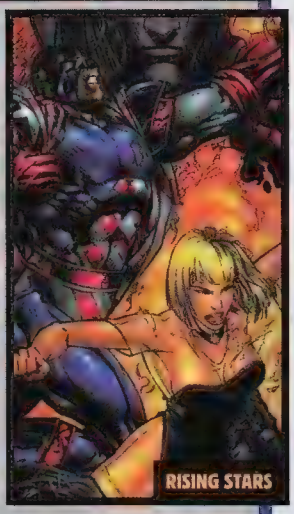
SUPERMAN With Nicolas Cage definitely out of the title-role mix, work is stalled. "We hear there's an okay script, but they've said that a hundred times before," the source said.

In the meantime, look for a re-release of the 1978 "Superman." An April 2001 DVD will feature original "Lois Lane" auditions by Anne Archer and Stockard Channing. There's even a chance the encore edition may get a limited theater release in December of this year.

AND MORE! Other Warner superhero movies in development include "Wonder Woman" ("Sandra Bullock is for real," said our source) and "Super Friends." Why? "'Cause '70s nostalgia is still big," said the WB source. ■ JM

TRAILERS...

JMS TO PEN 'STARS' SCRIPT J. Michael Straczynski, writer of the red-hot comic *Rising Stars*, signed a deal recently with MGM which will allow him to turn *Stars* into a feature film script. Straczynski, who helped create the TV show "Babylon 5," is being backed by the production company Atlas Entertainment/Gold Miller/Third Rail. *Rising Stars* tells the story of 113 people who are granted superpowers by a strange meteor. Years later, one of their own begins killing off the rest of the group, and some of the heroes band together to solve the mystery.



'RIDER' GETS A DRIVER? The "Ghost Rider" feature film, based on the Marvel Comics' demonic motorcyclist, moves forward and may have picked up a director. In a recent published report, Stephen Norrington ("Blade") is said to be in negotiations to direct, and may work on developing the film with writer David Goyer, who worked on "Blade" as well. No studio has picked up the film yet, but Crystal Sky Entertainment and Marvel Films will be producing the movie, with an estimated budget of around $75 million.

DORKIN GOES TO 'ELTINGVILLE' Cartoon Network has ordered a pilot episode based on Evan Dorkin's *Eltingville Club* strip, and if the network likes it, the series could go on air by late 2001. *Eltingville* tells the tale of Bill, Josh, Pete and Jerry–the fannest of fanboys–who make up Dorkin's Eltingville Comic Book, Science-Fiction, Fantasy, Horror and Roleplaying Game Club and super-geek best friends who can become deadly enemies when fighting over a Boba Fett action figure (For more on this story, go to **www.wizardworld.com**).

CHECK OUT WITH 'CLERKS' Fans of the "Clerks" cartoon–rejoice! All six episodes of Kevin Smith's ill-fated foray into animation will be released on VHS and DVD by Buena Vista in January 2001.

THOR'S THE MANE MAN Tyler Mane ("X-Men") recently noted he's interested in playing the mighty Thor in Artisan's planned TV series based on the Marvel character. The 6'10", blond-haired actor would be a perfect physical match for the imposing Thunder God, and Mane has enlisted the aid of Stan Lee in campaigning for the part. ■ THE WIZARD STAFF

GOLDILOCKS Can Stan Lee nab a Thor role for Tyler Mane (inset)?

dot.comics

COOL COMIC-RELATED STUFF ON THE INTERNET

FANTASY GIRLS No, these ain't real, but the pictures speak for themselves.

SUPER-MODELS!

Photomanipulation brings comic-book babes to life online

Let's face it. Comic-book babes are hot! We ogle their perfect bodies poured into super-tight, revealing costumes. We admire their beautiful, flawless faces. But in the end, we come to the painful realization that these magnificent drawings of our favorite heroines are just that—drawings.

But now, thanks to the onset of such groundbreaking computer applications like Adobe PhotoShop, innovative fanboys have gone one better: photomanipulation.

Photomanipulation means what it says: it's the manipulation of a photo. And for some clever artists on the Internet, it's enabled them to literally ask the question, "What if...?"

What they've done is taken actual photographs of live models and touched them up and altered them enough to create some stunning real-life renditions of comic-book heroines, whether they're ones we know and love like *Danger Girl*'s Abbey Chase, or perhaps ones that are borne straight out of the artist's imagination.

Whatever the case, if you want to see some form-fitting, gravity-defying, true-to-the-original costuming on some real-life, beautiful women, here are three of the best places to start.

THE SUPER LADIES

(http://superladies.freeyellow.com/)

You'll find a couple of established characters here, but the order of the day is original heroines. The artist here hasn't had any true artistic training, but that hasn't stopped him from creating over 60 original costumes

THE FACE OF Evil

WHAT COMIC VILLAINS HAVE PLANNED FOR 2001

THE CLOWN • Old-school Spawn nemesis The Clown is back in *Hellspawn* with a new look and a new attitude. The Clown will be a free-agent player in a war between Heaven and Hell, concerned only with creating suffering among humanity. •

and images.

"I really liked the idea of costuming ladies who were so poor that they didn't have any clothes on. In a way, I'm helping them living a better life." Ooookay...

The images here are smooth and streamlined—reminiscent of Dave Cockrum's work on *Legion of Superheroes*. In fact, several of the original characters even sport Legion flight belts.

In spite of the title of this site, there is a small selection of male heroes also for female fans. Add that to the fact that the artist honors requests for specific images, and you have a site that is fun for just about everyone.

RAY'S SUPER-HEROINES

(http://www.geocities.com/SoHo/Workshop/2719/index.html)

What makes Ray's site really unique is his take on some established characters. Remember that story in *Justice League Task Force* that featured J'onn J'onnz as a woman? Yep, he/she's here. So is the Phantom and Darth Maul in ways that Lee Falk and George Lucas never envisioned.

This isn't to say that this is solely a site with RuPaul appeal. You can also find images of the Invisible Woman and Tigra (replete with fur) in more traditional gender roles.

Ray's work is more stylized than most other sites, but what he loses in realism he makes up for in artistic beauty. The images take on a painted quality, but with highlights and sheens that, when applied with the computer mouse, take on a surreal quality. "I like the idea of bringing fantasy into reality," he says, "but not too much into reality, or it looks funny."

COMIC BOOK BABES BROUGHT TO LIFE

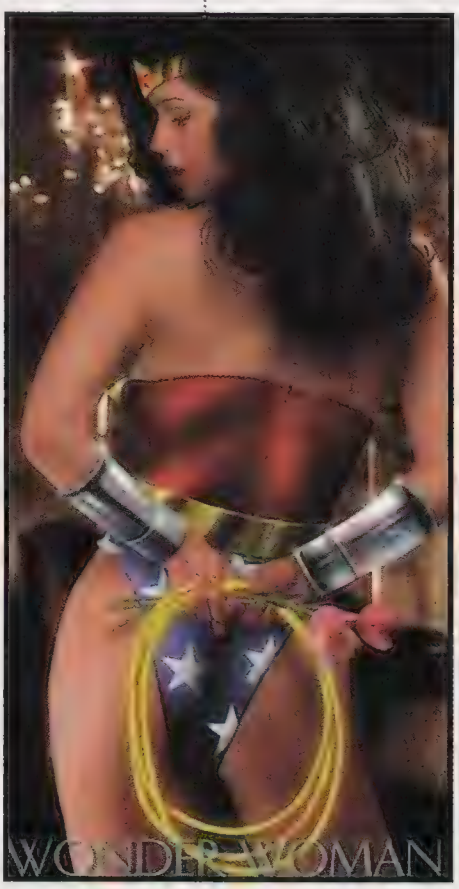
(http://abbeychase.homepage.com)

The artist goes by "the Animator," which is appropriate since he's added something a bit more to his site. Along with manips of Catwoman and Lara Croft, he's created some computer animations of Danger Girl.

"I have two Flash animations and an animated gif [a slow pan up of Abbey Chase] on there," he said. "The intent is to create more Flash animations and maybe catch Cliffhanger's [*Danger Girl*'s publisher] eye."

Danger Girl really dominates the site, and it's not by accident. "There's something about women with short blonde hair—I really dig that. I'll take about any model with short blonde hair and paint in those blue and green pants, boots and white T."

And if you feel that he still doesn't have enough Abbey Chase pics, he has this offer: "If you're a model—hot models read WIZARD don't they?—send me photos and I'll paint you!" ■ **RICH LANE**



CREATORS' FAVORITE SITES

SURFREPORT

Paul Schirdi

"This may sound like a shameless plug, but the Website I visit most often is my own, dixonverse.com. I seem to have attracted an intelligent group who post well-thought opinions on the message board. My other faves [include] coveredmarket.com, where I look for "spaghetti" Western posters; sdsoldiers.com, the site for Toy Soldiers of San Diego; and finally, kencranes.com, where I can find out about future releases of DVDs."

–*CHUCK DIXON, writer on* Nightwing, Robin, Birds of Prey *and* Marvel Knights

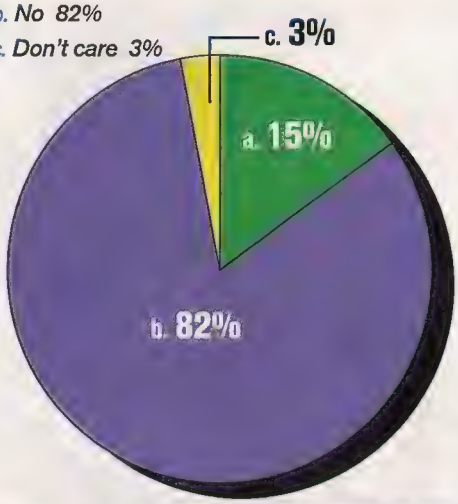
www.dixonverse.com
www.sdsoldiers.com
www.coveredmarket.com
www.kencranes.com

ONLINE QUESTION OF THE MONTH

SURVEYSAYS...

DO YOU THINK THAT DIGITAL COMICS MAY ONE DAY COMPLETELY REPLACE PRINTED COMICS?

a. Yes 15%
b. No 82%
c. Don't care 3%



To get in on the next Online Poll, head on over to wizardworld.com and cast your vote.

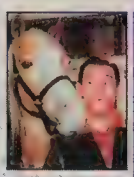
MARK YOUR CALENDARS

ONLINEDATEBOOK

SUN OCT 1 — 1971: Walt Disney World opens in Orlando, Fla. http://disney.go.com/disneyworld/index2.html

MON 2 — BIRTHDAY: Barbara Kesel, 1960. Be among the first to check out *The First* and other titles at http://www.crossgencomics.com

TUES 3 — 1961: TV show "Mr. Ed," about a talking horse, premieres. For everyone's favorite talking aardvark, "Cerebus," go to www.cerebus.org



WED 4 — 2000: *Maximum Security* #1 ships; marks the beginning of Marvel's line-wide crossover. www.marvel.com

THURS 5 — BIRTHDAY: Duncan Regehr, First Minister Shakaar of "Star Trek: Deep Space Nine," 1952. www.ds9.com

FRI 6 — 2000: *Halloween* #1, Chaos! Comics' official comic book of the classic horror film, arrives in stores today. www.chaoscomics.com

SAT 7 — 1982: "Cats" opens on Broadway. For the official Catwoman Webring, visit http://www.eden.rutgers.edu/~thithi/catring.html

SUN 8 — 1871: The Great Chicago Fire erupts in the Windy City. For info on Firestar and other lovely ladies of Marvel Comics, visit http://www.geocities.com/Hollywood/2855/

MON 9 — 1000: Leif Ericson discovers "Vinland," gives thanks to Norse god "Thor." For a great Thor fan site, visit www.ionet.net/~ecreno/Thor.html

TUES 10 — 1976: President Carter signs bill authorizing Susan B. Anthony dollar. Two-Face prepares to gouge Anthony's image from coins. Visit him at www.angelfire.com/tx/TimTwoFace

WED 11 — 2000: New DC ongoing, *Harley Quinn* #1, ships. For a great fan site, visit http://www.geocities.com/Area51/Underworld/2111/

THURS 12 — 972: *Mariner 9* takes pictures of Martian North Pole. Dr. Manhattan of *The Watchmen* does not yet appear on surface. www.stahl.bau.tu-bs.de/~hildeb/watchmen

FRI 13 — BIRTHDAY: "X-Files" creator Chris Carter, not the product of alien insemination, 1956. www.thexfiles.com

SAT 14 — BIRTHDAY: Roger Moore, future British super spy James Bond, 1927. Check out his sexy American counterpart "Danger Girl" at www.dangergirl.com

SUN 15 — BIRTHDAY: Mario Puzo, author of "The Godfather," 1920. For another Mob boss, pay your respects to the Kingpin at: www.sigma.net/burch/kingpin/kingpin.html

MON 16 — BIRTHDAY: Noah Webster, dictionary publisher and valuable resource for The Riddler, 1758. Visit Edward Nigma at www.batmantas.com/cmp/riddler.htm

Great Chicago Fire: AP Wide World Photo; Kesel: Paul Schirdi; Moore, The Godfather: Mr Ed: Everett Collection.

INSEARCHOF...

THE COOLEST AND WACKIEST SITES ON THE WEB

MARVEL SUPERVILLAINS?
www.sigma.net/burch/badguys.html
Tons of cool info on many of your favorite Marvel bad guys, including downloads of sound clips from those old '60s Marvel cartoons!

WITCHCRAFT?
www.witchvox.com
What's modern-day witchcraft all about? Find out at this comprehensive Wicca site, with 1,700 pages, 27,000 contacts and 3,000 links.

TIME TRAVEL?
www.time-travel.com
Established by the Time Travel Research Center (or is it Reed Richards?), this site explores the theories behind time travel, as well as actual applications. Maybe now you can go back and change your college major!

CLINT EASTWOOD?
www.clinteastwood.net
Clint Eastwood is one of America's finest filmmakers, and this site is totally devoted to giving you any and all pertinent info on the actor/director. Plus, he's got one hot daughter!

CHEAT CODES?
www.cheatfinder.co.uk
Try out this British site when you're stuck playing Final Fantasy IX *at four in the morning.*

CARTOON STRIPS?
www.comics.com
If it's a United Media strip, you'll find it here, including BC, Dilbert, Garfield, Peanuts *and many more!*

SUPERHERO SONGS?
http://members.aol.com/Krissy80/supersongs.html
You never knew how many songs featured superhero lyrics till you check out this site, which provides a comprehensive list of heroes, which songs they appear in and by what bands!

Illustration by Angel Medina

ONLINEDATEBOOKCONT.

MARK YOUR CALENDARS

TUES OCT 17 — **BIRTHDAY:** Jerry Siegel, co-creator of Superman, 1914. Visit a great Super-site at **http://www.fxstation.com/heroes/superman/**

WED 18 — **2000:** The *Young Justice: Sins of Youth* trade paperback hits comic shops today. Visit **http://www.geocities.com/Area51/Nebula/9376/**

THURS 19 — **1980:** Steve McPeak rides a 101-foot, 9-inch tall unicycle. Ghost Rider overheard referring to event as "freak show." **www.geocities.com/Area51/8713/ghost2.html**

FRI 20 — **1911:** Unlike Carrie in Greg Rucka's "Whiteout: Melt," Roald Amundsen does not have to kill Russian agents as he embarks for the South Pole. **www.khepri.com/whto-v1.htm**

SAT 21 — **BIRTHDAY:** "Star Wars" space princess Carrie Fisher first feels the Force, 1956. **www.starwars.com**

SUN 22 — **1930:** Though not referring specifically to The Hulk, President Herbert Hoover coins the phrase, "rugged individualism." **www.incrediblehulk.com**

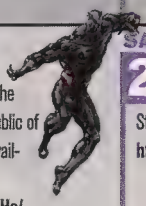
MON 23 — **1985:** Sailing ship "Aeneus" sinks off Newfoundland killing 340 people. Sub-Mariner has nothing to do with this nautical disaster. **www.sigma.net/burch/namor/namor.html**

TUES 24 — **BIRTHDAY:** Bob Kane, co-creator of Batman, 1916. See his legacy live on at **http://homes.acmecity.com/batman/catwoman/381/index.html**

WED 25 — **2000:** *Danger Girl* #7, J. Scott Campbell's last issue of Vol. 1, in stores today! **www.wildstorm.com**

THURS 26 — **1941:** Soon to be heartily endorsed by super-patriot Captain America, U.S. savings bonds go on sale. See Cap at **www.winghead.org**

FRI 27 — **1971:** Republic of the Congo becomes the Republic of Zaire. Black Panther unavailable for comment. **www.geocities.com/SoHo/Workshop/2888**



SAT 28 — The Statue of Liberty dedicated, 1886. For an ultra-cool Stars and S.T.R.I.P.E. Website, see **http://start.at/stripes**

SUN 29 — **BIRTHDAY:** Groundbreaking animator Ralph Bakshi ("Fritz the Cat," "Lord of the Rings"), 1938. **www.ralphbakshi.com**

MON 30 — Orson Welles broadcasts realistic "War of the Worlds" radio show, 1938. For more battles against aliens, check out *Shockrockets* at **http://www.apenation.com**

TUES 31 — Visit **http://www.halloween-online.com/** for all your needs!

Gotta favorite comics site you'd like to see us cover? E-mail us at dotcomics@wizardworld.com

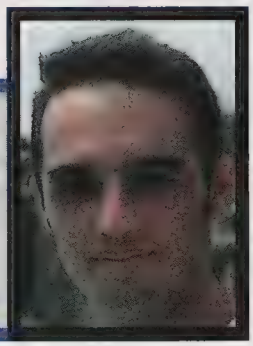
Herbert Hoover, Orson Welles: AP Wide World Photo; Fisher: Everett Collection.

BASIC TRAINING

THIS MONTH'S SPECIAL INSTRUCTOR

PHIL JIMENEZ SHOWS YOU

HOW TO DRAW FLIGHT

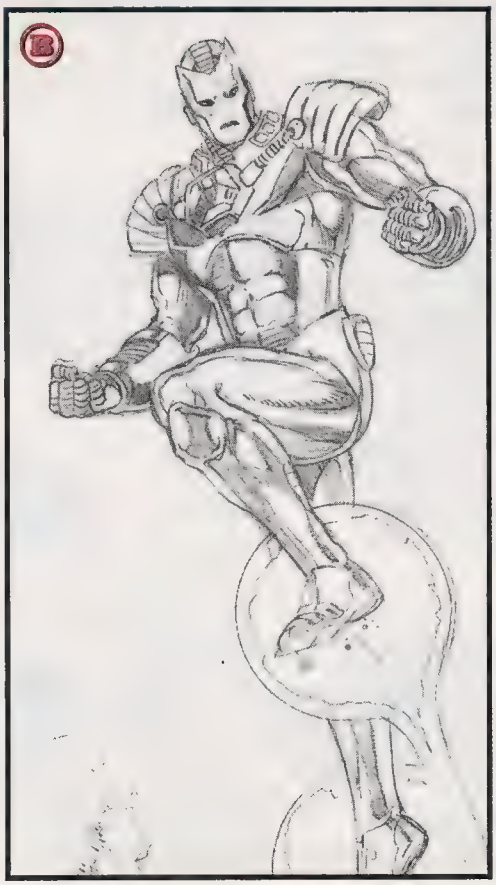


Phil Jimenez

Well, the Wizard folks have asked me to come back again and share a few more tricks I've learned from some good teachers and years of experience in the comic drawing biz. This time around, I've been asked to talk about flying—that amazing superpower just about all of us wish we had at one time or another. So let's cover a few of the basics about crafting the illusion of flight in comics.

UP, UP AND AWAY

Visual clues—the direction the character is flying, the position of their hands and heads, the environment around them, and most importantly, composition—all help create the illusion of flight. Take Superman, for example (Fig. A). His head, trajectory, closed fists, lowered head and forced perspective give readers the illusion that he's flying fast, hard, and almost right at us. Metropolis falling away below him lets us know he's soaring away from the city into the skies above to some unknown destination. With Iron Man, we have a more hesitant, but still forceful, pose (Fig. B)—his head is looking towards us, not up in the direction he's headed. And his uneven legs are about balance, not direction, as he makes his decision.



WINGED WONDER

With Swift (Fig. C), we get the determination of Superman in Fig. A, but with much more grace—the arch in her back and her open hands tell us she's flying quickly, with purpose, but isn't out to punch the next thing she sees.

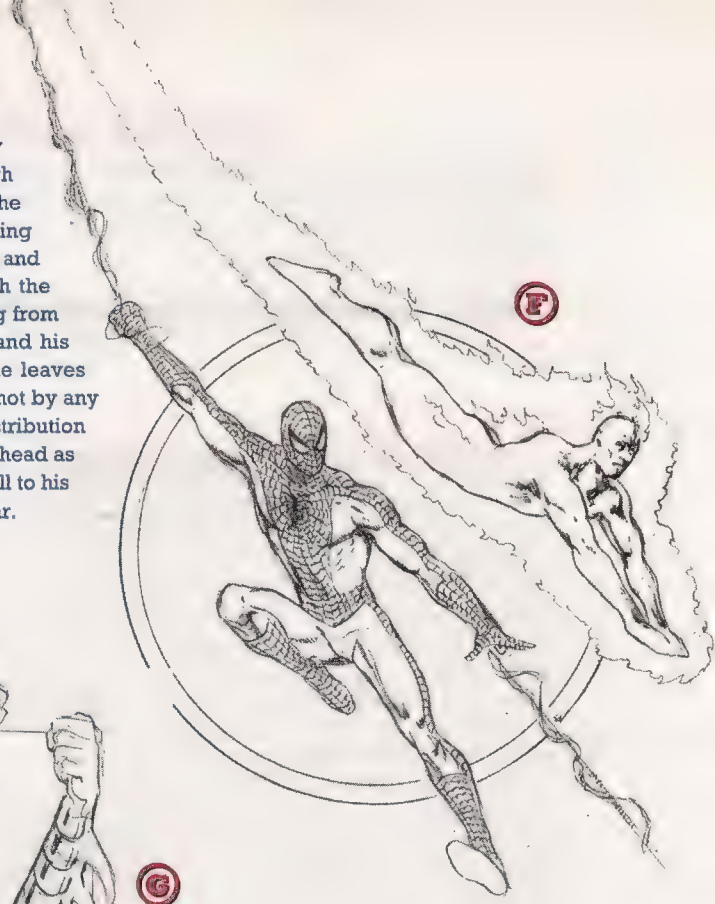
LIFTOFF AND LANDING

Composition is key in creating the illusion that a character is floating above the ground. To indicate liftoff, you must show the environment from which the character is leaving and draw the figure above the ground of that environment, letting us know he's already in midair. Check out Thor's powerful, determined liftoff (Fig. D). We see that he's flying up from a rooftop (the shadow on the building's edge tells us he's not on it, but apart from it). His cape and hair billow behind him, showing us the rush of air and his direction. And the fact that Thor is heading up towards the top of the page lets us know he's headed up towards the sky.

Now look at Thor landing (Fig. E). Here, he almost looks like he's leaping down from a higher building. That's a very helpful key. A character landing has his or her weight behind him, and his body will bend appropriately. Unless it's the most graceful touchdown, a character should have some bend to his knees, arms, and torso to clue us in on the pressure of his landing. Furthermore, his cape, hair and arms, all pointed towards the sky, let us know where he's coming from.

SWINGING MY WAY?

Flying characters should be handled very differently from swinging characters, although some similarities remain. Note the position of the Human Torch (Fig. F). He looks like he's gliding through the air, his head and outstretched arms and hands leading him with determination through the sky. Spider-Man, on the other hand, is swinging from building to building. He leads with his feet, and his arms are stretched out in both directions as he leaves one web behind to use another. He's held aloft not by any ability to float in the air, but by the delicate distribution of weight between his arms and legs, torso and head as he swings. He should look as though he could fall to his doom if his weblines were to suddenly disappear.



BREAKING BORDERS

With the Engineer here (Fig. G), we see another example of composition giving us the visual cues we need to believe she's flying—her outstretched arms, hair flying behind her and speed lines all indicate her direction, and the planetary background indicates her environment. Her arcing figure is bold enough to break through the panel borders. This final choice is one a lot of artists like to use, but it also leads to a common compositional mistake many artists use that destroy the illusion of flying...

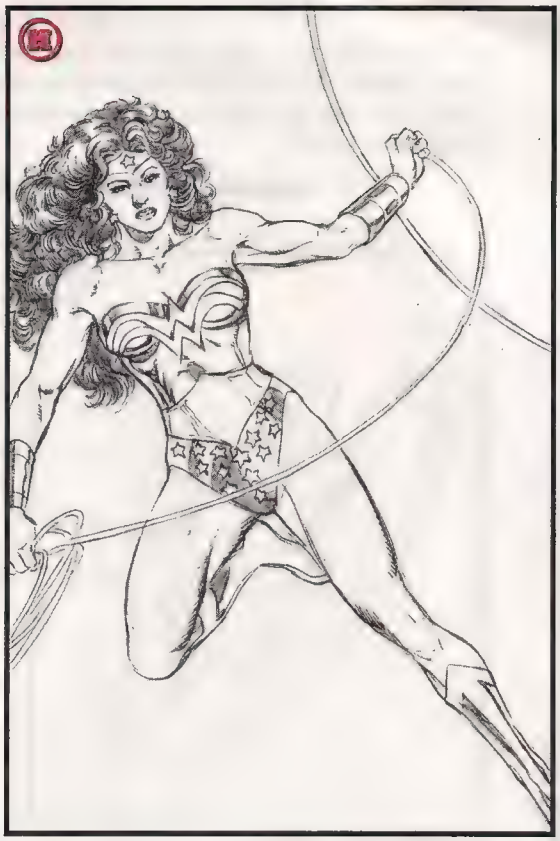
THE FACE OF EVIL
WHAT COMIC VILLAINS HAVE PLANNED FOR 2001

IMPERIEX • The massive, galaxy-destroying force known as Imperiex sets his sights on Earth and the Superman books for summer 2001. Along the way, it's revealed that Imperiex has a link to the "Old Gods" stuck in the Source Wall. •

ANCHORS AWEIGH

One of the easiest ways to craft the illusion of flight in a comic book is to position the figure in the panel unattached to any panel borders. Notice how Wonder Woman in Fig. I seems to be floating in midair. This is because she has no anchor—that is, nothing attaches her to the panel border.

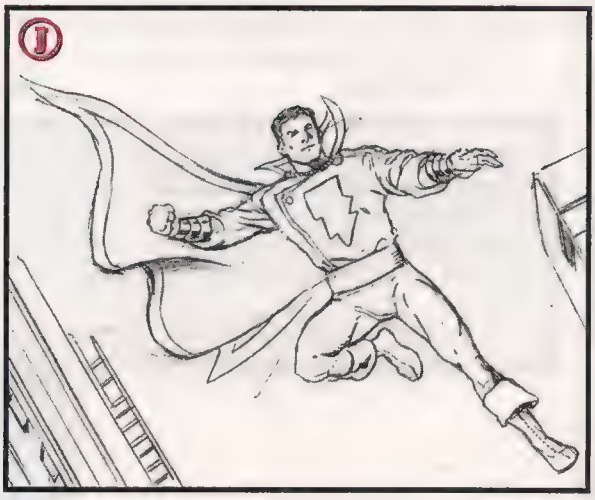
But in Fig. H, Wonder Woman's toes, forearm, and even her lasso are cut off. Many artists draw figures that don't quite fit in the panel and cut them off at awkward points on their extremities. Not only are these bad composition choices, but connecting the figure to the panel border destroys the illusion that the figure is free-floating and, therefore, flying in midair.



THE RIGHT FRAME

Composition is important in other ways here. In Fig. H, Diana is posed diagonally—always the best for dynamism in a panel. But she looks awkward, like she's leading with her leg and torso, not her head.

In Fig. I, Wonder Woman keeps her diagonal composition, but her body is more solidly posed. She looks like she's in control of her arms and muscles, not the other way around. Her head, twisted the opposite way of her legs, is still poised solidly on her shoulders. Even if she was to turn direction in midair, she looks in control.

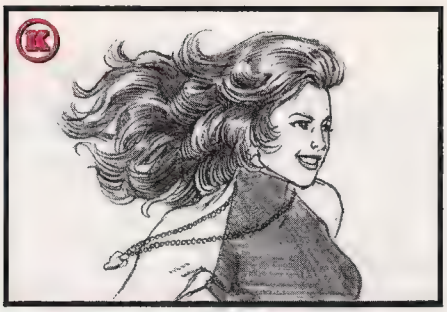


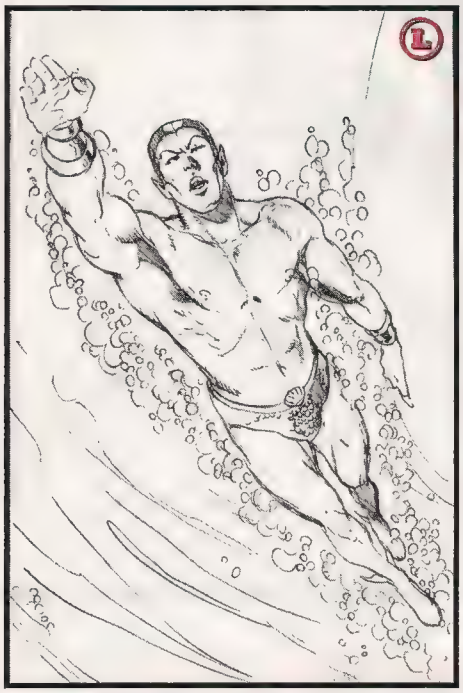
CAPE TOWN

Here's another easy indicator of flight: A billowing cape, like Captain Marvel's (Fig. J), suggests the wind whipping through it, and helps indicate direction and motion. The more dynamic the cape, the more dynamic the figure and the composition (but don't go overboard, and don't connect the cape to the border).

HAIRSPRAY

A character's hair is another great indicator that a character is flying. The wind pushing through Troia's hair (Fig. K) indicates speed and direction, important considerations while crafting the illusion of flight.





LITTLE SWIMMER BOY

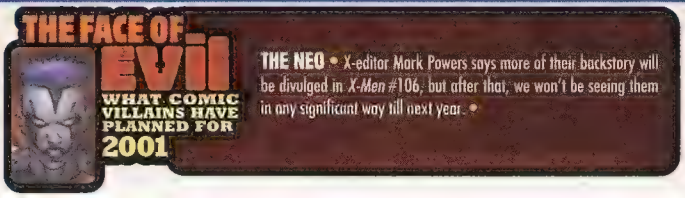
A great model for characters flying is characters swimming. The poses, angles, billowing hair, wind- (or water-) whipped cape, diagonal composition, and the environment the character is in are all just as applicable to a swimming figure as they are to a flying one. Just something for you and Prince Namor (Fig. L) to think about.

AERIAL COMBAT

What about two characters fighting while they're flying? The same rules apply. Composition is key–remove the figures from the panel borders to create the illusion they're floating in mid-air, like Starfire and Apollo in Fig. M. Create backgrounds now and then to let us know that the characters are not grounded and, in many cases, are flying hundreds of feet above the Earth. Keep diagonal lines in the panel to create a dynamic composition. And keep the figures' legs flung about—they should never look like they can stand on the ground the minute they're upright! They should look like they're in constant freefall.

I hope this was helpful and gets you started thinking about some ways to draw superheroes and their adversaries flying and fighting. I highly recommend a great book, *The Figure in Motion*, for great poses and some terrific figures in midair, apparently flying. Also look at any books of dancers with similar photography. They'll really get you thinking about what people would look like if they could really fly...and isn't that why we're in this business anyway, to make people believe just that? W

Phil Jimenez will be drawing characters flying all over the place in Wonder Woman, *starting this November from DC.*


THE FACE OF
EVIL
WHAT COMIC VILLAINS HAVE PLANNED FOR 2001
THE NEO • X-editor Mark Powers says more of their backstory will be divulged in *X-Men* #106, but after that, we won't be seeing them in any significant way till next year. •

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stuff

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Who among us doesn't like stuff? Whether it's Scarecrow's Pitchfork Polish, Nightmare's Sleep-E-Time Caplets or Phobia's Shock Therapy Couch, we're all suckers for comic-related merchandise. Each month, WIZARD will strive to show you the latest and super-coolest in action figures, comic book statues, posters, pins, magnets, shirts and other goodies. In short, if it's cool and it's stuff, you'll find it here. But you can only buy it at your local comic store.

AMAZONIAN ANTHOLOGY

Published by Chronicle Books and written by Les Daniels, this *Wonder Woman The Complete History* is the third in a line of books dealing with DC's classic trinity (Superman and Batman books are already on shelves). Learn everything there is to know about the Amazonian Princess and her 60-year history. There will be two versions of this book available: a regular, 208-page version for $29.95 and a Special Edition featuring 16 extra pages and an Alex Ross-painted cover for $34.95. Look for it in November.

PARADISE ISLAND Wonder Woman's one chick we'd never vote off.

MUTANT WORLD WAR

Painter Joe Jusko renders in beautiful full color the X-Men's Neverending Battle for harmony between human and mutants. Coming this October from Dynamic Forces, this lithograph features all your favorite X-Men pitched in a battle for survival. Measuring 18" x 24", this piece comes in two versions—unsigned for $19.95 and signed by Jusko for $39.99.

IRON CHEF Thanks to his cutlery, Wolvie's a hit in Home Economics.

THEORY OF EVOLUTION

X-Men: Evolution will get its own 6-inch toy line this fall courtesy of Toy Biz, consisting of Wolverine, Cyclops, Storm, Sabretooth, Nightcrawler and Toad. In addition, three motorcycles will be available—Logan in street clothes, Sabretooth and Wolverine. And if that's not enough for ya, look for a trio of 9-inch X-Men Talk Back figures—Wolverine, Sabretooth and Cyclops—who respond to questioning!

THE FACE OF EVIL

WHAT COMIC VILLAINS HAVE PLANNED FOR 2001

MONGUL • Look out, Superman! The alien destroyer named Mongul will be back by summe 2001 with his big (and we mean BIG) sister in tow. And is Mongul's Warworld still around? Well, *something* hadda knock Pluto outta orbit. •

HOTSTUFF!!!

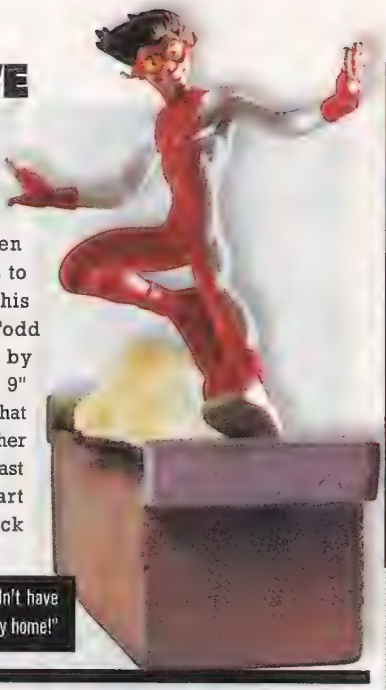
PRODUCT OF THE MONTH

COSMIC COP

Alex Ross captures all the glory of Space Ghost, the original cosmic police officer designed by Alex Toth for the Hanna-Barbera cartoon, in this beautiful limited edition Space Ghost Lithograph, signed by the painter himself. Available now through the Warner Bros. Gallery, this edition measures 22 1/2" x 38 1/2", is limited to 350 pieces and comes framed for a retail price of $425.

IMPULSIVE BUY

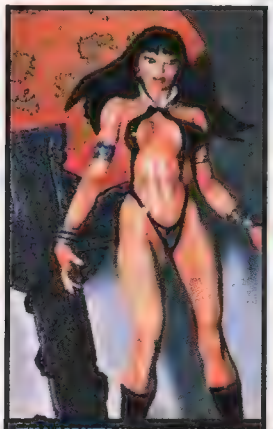
The third of three Young Justice statues speeds into stores this January 10, 2001, when Impulse joins his pals to complete the set. This statue, designed by Todd Nauck and sculpted by William Paquet, stands 9" tall and rests on a base that fits together with the other two statues. This cold-cast porcelain piece of Bart Allen will set you back $175.00



SKIDMARKS "Whew, shoudn't have stopped at Taco Bell on the way home!"

VAMP OUT

Moore Action Collectibles will suck the...umm, drain the green from your wallets this fall with three different Vampirella figures! There's classic Vampi in her original duds, the black-costumed Harvest Moon variant, and a Julie Strain variant! The first two will set you back $11.95, while the Strain Vampi will cost you $14.95 (**NOTE: These are prototypes—the final releases may vary.**)



FULL MONTY How does Vampi get the dental floss to stick like that?

KINGDOM COLORFUL

The awesome Kingdom Come Superman statue sculpted by fan-fave painter Alex Ross returns in a new version—fully-painted by the artist himself! Look for it in stores February 14, 2001, standing 9" with a Certificate of Authenticity, for $149.95.

ATHLETIC SUPPORTER If Superman remembered his cup, he wouldn't have to stand so awkwardly.

HOLY BATARANG!

The first in a new line of mini-props from DC Direct, this 5" wide Batarang Mini-Prop, made out of pewter, is attached to a bat-shaped base and mounted on a wooden platform. The Batarang Mini-Prop retails for $79.95 and won't be in stores until February 7, 2001 but the Dark Knight's signature weapon is worth the wait!

BATARANG

stuff

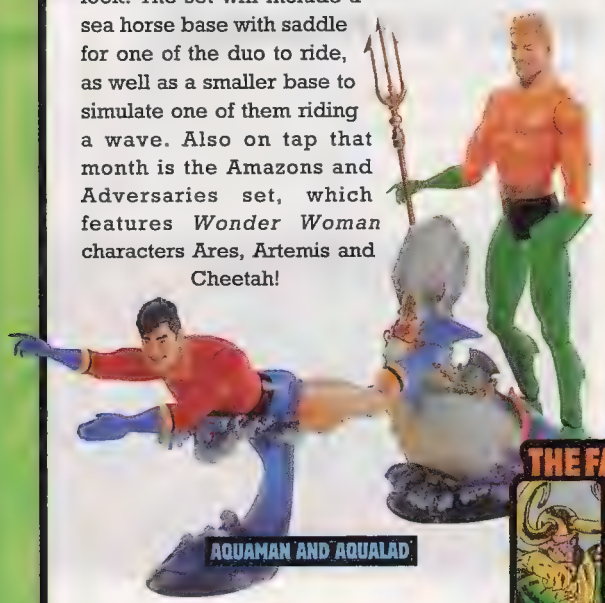
GREEN WITH ENVY

Straight from the "The New Batman/Superman Adventures" show (and the WB Gallery) comes this animation cel based on the "In Brightest Day" episode featuring the animated Green Lantern! Kyle Rayner stands poised to become the newest ring-slinger in this cel by Bruce Timm, available now for $400, but limited to 250 pieces.

GANG GREEN The WB version of the GL Corps looks cool as hell!

RIDE THE WAVE

March 2001 will be a big month for DC Direct. First up is the Aquaman and Aqualad two-pack, featuring the fishy duo in the happy Silver Age look. The set will include a sea horse base with saddle for one of the duo to ride, as well as a smaller base to simulate one of them riding a wave. Also on tap that month is the Amazons and Adversaries set, which features *Wonder Woman* characters Ares, Artemis and Cheetah!



AQUAMAN AND AQUALAD

STOP... RABBIT TIME!

You can now wear your love of Usagi Yojimbo on your sleeve. Or your wrist at any rate, thanks to the Usagi Yojimbo Wristwatch created by Dark Horse Comics. This handsome timepiece features Usagi in silver etching on a black background and includes embossed numbers and a black leather band. It can be yours for a mere $49.99 this December 6.

CARROT TOP Is there any worse comedian than this nimrod? Maybe Gallagher...

JOKIN' AROUND

This premiere serigraph from DC Comics animated brings to life a classic battle between the cartoon Batman and his archenemy, the Joker. This pieces moves and talks, thanks to the voices of the Joker (Mark Hamil) and Batman (Kevin Conroy) and features plenty of explosive sound and lighting effects. This battle comes framed and ready for hanging and includes a two-year warranty for just $275!

THE FACE OF EVIL
WHAT COMIC VILLAINS HAVE PLANNED FOR 2001

LOKI • Says Marvel Editor Tom Brevoort on Thor's evil half-brother: "Exiled in human form by Odin, and incarcerated in a human prison, his hatred grows day by day. But a human body can hold the God of Evil for only so long, and when he breaks free, he will seek to punish Thor for his torment."•

stuff

MUTANT TYCOONS

Admit it—you've thought about buying and selling mutants, haven't you? Well, now's your chance to do it nice and legal like, thanks to the X-Men Collector's edition Monopoly game from Marvel Comics, Parker Bros. and USAopoly. It's just like the regular Monopoly game, but players (up to eight) can buy and sell Wolverine, Jean Grey, etc. with mutant points instead of dollars. Look for it this holiday season, and an estimated retail price of $20. And don't land on utilities; you don't wanna know what happens then!

POWERFUL POSTERS

Two more full-color JLA posters can be hung on your walls this November 8 when Plastic Man and Zatanna hit stores. Painted by Alex Ross, these posters measure 22 x 34 inches and each cost $7.95. Add them to your JLA set now!

COVERED UP

Marvel's Famous Covers line gets an expansion later this year, as Scarlet Witch and Psylocke see release as Diamond exclusives. Both will be released in comic and specialty shops under the Divas banner.

GET BUFF

Buffy and Co. are set to hit toy shelves again this December, as Moore Action Collectibles readies a second wave of action figures based on the WB's cult TV series. Expect a new version of Buffy (gussied up with a second-season look), Oz, Xander, Giles and Cordelia. And there's plenty of variants on the horizon—besides an exclusive Spike figure from Fandom.com and an Entertainment Earth Oz figure, expect to see Werewolf Oz, Giles with Sombrero, Cheerleader Cordelia and Buffy with second-season hairstyle at some point. Phew! (**NOTE: The toys pictured are works-in-progress!**)

ENTER THE BATCAVE!

Forget the blindfold and knockout gas; now anyone can visit the Batcave, thanks to this limited edition litho from the Warner Bros. Studio Store Gallery. Drawn by noted Batman artist Kelley Jones and colored by digital artist Murphy Fogelnest, this litho measures 32" x 30" inches framed and details Batman's crime fighting HQ. This litho is limited to 4350 pieces, can be purchased now and retails for $195.

JIM LEE'S ANGELS

Three of the most popular heroines in the DC Universe—Supergirl, Batgirl and Wonder Woman—come to life thanks to Jim Lee in this Limited Edition Litho from the Warner Bros. Gallery. Measuring 24" X 33 1/2", this litho is limited to 250 pieces, retails for $295 and comes framed, numbered and signed by Lee.

Check your local stores for availability of all these funky-fresh products. Or ask your friendly neighborhood comic store to special order 'em for ya!

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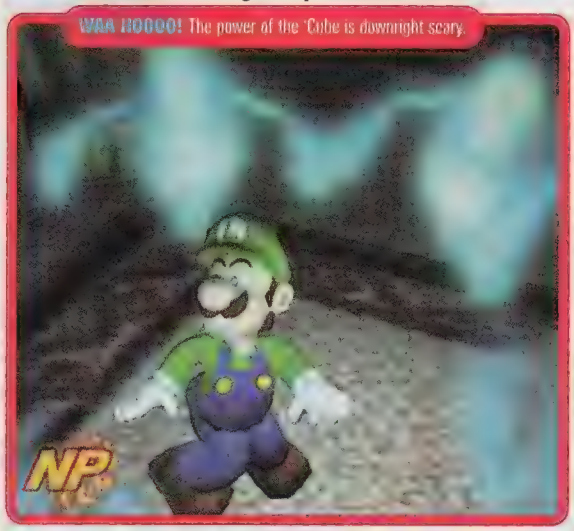
video game STUFF

EXCITEMENT, CUBED

Nintendo's GameCube is the real deal

After over a year of speculation, Nintendo has at last unveiled its new game system, previously known by the code name "Dolphin." Dubbed **GameCube**, the system was revealed for the first time in August at Nintendo's Space World exhibition in Japan, and based on the specs and demos shown to the public, we're in for a whole new round of energetic system wars.



WAA HOOOO! The power of the 'Cube is downright scary.

The GameCube lives up to its name with a super-compact, dense design. A mere 6" wide by 6" deep by 4.5" high, the system even sports a permanent carrying handle for ease of transportation. And continuing Nintendo's décor-friendly color choices, GameCube should launch in five lovely shades: black, silver, gold, red and purple.

The all-new GameCube controller will be a sort of hybrid between the clunky Nintendo 64 controller and Sony's sleek Dual Shock, with an analog stick on the outer left, a digital pad on the inside left, a smaller analog stick on the inside right and a unique array of four buttons on the outer right. Three buttons are found on the "shoulder" of the controller, with analog trigger-style buttons in the lower positions (equivalent to L2 and R2 on the PlayStation controller) and a single digital button in the upper-right position (R1).

The GameCube will use DVD technology, but will employ miniature discs holding 1.5 GB of information. While this puts to rest any idea of using the system to play DVD movies, it also should stop would-be game pirates in their tracks.

But what about the games? Well, while no actual software was shown off, the technology demos shown at Space World were—to put it lightly—real crowd-pleasers. Thunderous applause greeted a gorgeous battle between *Legend of*

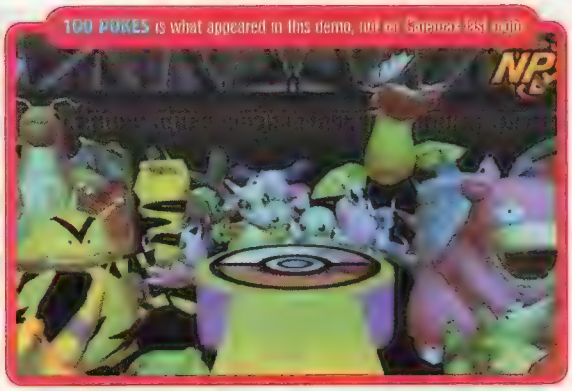
GAMECUBE The name says it all.

LOOK CLOSELY You can see individual threads of texture in costumes and knuckles and joints on fingers! WOW!

Game Controllers: Paul Sabiraldi

THE FACE OF EVIL
WHAT COMIC VILLAINS HAVE PLANNED FOR 2001

DEATHSTROKE • Objection! Deathstroke the Terminator shows up for the trial of Cheshire in October's *Titans* #22 and lays a hurtin' on Titans member—and Chesire's ex-lover—Arsenal. And after that? It's practically a lock that he'll plague the girls in *Birds of Prey* and more'a them Titans. •



Zelda's Link and arch-enemy Ganon, followed by screaming, hollering and swooning at a scene featuring *Metroid*'s Samus racing down a futuristic hallway filled with explosions. Also shown were *Waverace*, a Star Wars scene involving an entire squadron of X-wings, a well-attended Pokémon party, and an adventure game featuring Mario's oft-overlooked brother, Luigi. And while Nintendo stresses that these demos do not necessarily indicate that any of these games are actually in development, they were a stunning example of what the system can do.

So when does it come out? The answer is: soon enough; it will release in July 2001 in Japan, followed by an October 2001 U.S. release, and industry rumors predict a $199 price tag (that's $100 cheaper than the PS2).

BUT WAIT...THERE'S MORE! So now you're saying to yourself, "But I'm a die-hard Nintendo fan! I can't wait a whole year for their next product!" Well, don't fret—you won't have to! Nintendo also officially unveiled the **Game Boy Advance** at this year's Space World, and while its July 2001 U.S. release (March 2001 in Japan) may not be that much sooner than the GameCube's, all indications show that it will be well worth the wait.

The Game Boy Advance's primary claim to fame will be a true, 32-bit processor; that's the same level of power as the current Sony PlayStation! And while the graphics chip is not designed primarily for polygonal processing as the PlayStation's is, the system should be able to push enough polygons that it won't make much of a noticeable difference.

Furthermore, the system will interface with the GameCube, allowing for exchange of information along the lines of the Sega Dreamcast's VMU, and will even be able to be hooked up for use as an extra GameCube controller!

Expect to be able to put all this power in your pocket for less than $100. Pound-for-pound, that's by far the most powerful system for the money! ■ **JERRY DORSEY**

videorumblings

THIS & THAT

EX-'SLIDER' SET TO 'COMMAND & CONQUER'

Kari Wuhrer ("Sliders," at right) and Udo Kier ("Blade"), among others, will star in the filmed portions of *Command & Conquer Red Alert 2*, due out for the PC in mid-October. "I kicked in doors, played with guns, punched guys in the face and had more fun than really should be legal," said Wuhrer, who plays the unforgettable commando Tanya.

KARI COMMANDER

'EVERQUEST' EXPANSION

The online RPG *Everquest* will grow this winter with the new "Scars of Velious" expansion pack. The add-on will include an enhanced 3-D engine, new NPCs (frost giants, ice dragons, snow orcs, cave bears, Snowfang gnolls, storm giants, vicious ottermen), all-new ships and an all-new frozen continent to get lost on. *Everquest* currently boasts over 270,000 players.

EVERQUEST GROWS

PLAYING VIDEO GAMES GOOD FOR YOU!

At last! Something to justify your addiction to video games! Special video game controllers developed by the United States' NASA program purports to "improve and protect a player's mental and physical health" by having patients play mainstream, popular video games with them. We won't bore you with all the technical stuff, but with multiple companies already applying for licenses, NASA believes the controllers could be widely available in just 2 to 3 years.

NEWS BYTES

POTTER GETS PIXELIZED

Former Nine Inch Nails drummer Chris Vrenna will compose the music for Electronic Arts' upcoming dark fantasy game, *Alice*...Speaking of EA, they've acquired the rights to develop, publish and distribute Harry Potter video games based on J.K. Rowling's four novels...Fox Interactive is looking into developing a game based on Matt Groening's animated Fox series, "Futurama"...A video game based on "The Matrix" is under development at Shiny Interactive (*Earthworm Jim*, *MDK*) and set to be published by Interplay in 2002...Capcom plans to release a version of *Dragon's Lair* for the Game Boy Color in November. ■ **THE WIZARD STAFF**

Hey, we're looking for feedback on "Video Stuff." Drop us a line at videostuff@wizardworld.com and let us know what you think!

KARI WUHRER: © FOX; HARRY POTTER: JOEL F. NAPRSTEK

ROSS PAINTS 'JLA' GAME

Move over, *Final Fantasy*. You may not be the prettiest game on the block for long.

ActionAce has a JLA 3-D fighting game in the works featuring the talents of none other than award-winning painter Alex Ross. "I did three-turn views for Superman, Batman, Wonder Woman and an 'average body' used for multiple characters," Ross said.

The problem? Production has temporarily halted on the game. "I was supposed to do a *huge* run of characters," Ross said. "I just haven't had the time."

But don't blame Alex! A number of factors have the game in limbo, and no release date has been nailed down yet. "The game should still be in production," Ross said. "They tell me this is a $2 million game. My part is just one small fraction of it."

■ JIM McLAUCHLIN

cheater's club

CRIB NOTES

Here's how to provoke even more fighting mayhem between your favorite comic and fighting-game characters in *Marvel Vs. Capcom*.

Play as Gold WarMachine: At the Character Select screen, move the cursor to Zangief and press Left, Left, Down, Down, Right, Right, Down, Down, Left, Left, Up, Up, Up, Up, Right, Right, Left, Left, Down, Down, Down, Down, Right, Right, Up, Up Left, Left, Down, Down, Right, Right, Up, Up, Up, Up, Up.

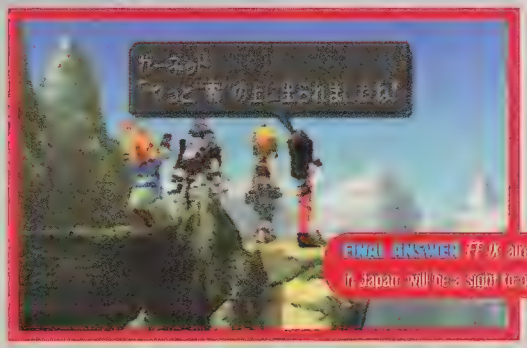
Play as Hyper Venom: At the Character Select screen, move the cursor to Chun-Li and press Right, Down, Down, Down, Down, Left, Up, Up, Up, Up, Right, Right, Down, Down, Left, Left, Down, Down, Right, Right, Up, Up, Up, Up, Left, Left, Up.

Play as Orange Hulk: At the Character Select screen, move the cursor to Chun-Li and press Right, Right, Down, Down, Left, Left, Right, Right, Down, Down, Left, Left, Up, Up, Up, Up, Down, Down, Right, Right, Up, Up, Down, Down, Down, Down, Up, Up, Up, Up, Left, Up. ■ JD

ON TARGET

THIS MONTH'S CAN'T-MISS HIT

WHAT: *Final Fantasy IX*
WHEN: November 15, 2000
WHY YOU CARE: The Final Fantasy series is universally hailed as the greatest role-playing game series in console history. *FFVII* is credited with exploding the stagnant RPG market of '97, and *FFVIII* followed up with even better graphics, a bigger story and a furiously addictive card-trading mini-game.
WHAT TO EXPECT: *FFIX* returns to the cutesy, anime-influenced visual style of the earliest games, as well as bringing back long-time character class favorites like the Black Mage. Add lots more mini-games and a complex character advancement system, and you have instant success for the casual and the hardcore alike. ■ JD



THE DEFINITION OF CHUTZPAH

bleem!, the company that got Sony's knickers in such a twist by releasing a program that allows PlayStation games to be run on PCs, has exhibited even bigger cajones by developing a similar product for Sega's Dreamcast.

When it's released this fall, bleem! for Dreamcast will be packaged with four separate "bleempaks" which will include support for 100 varied PlayStation games each. But bleemcast! isn't just about basic support: The software will also seriously improve the look of most games, upping the resolution to 640 x 480 pixels (the PS can only hit 320 x 240) and adding other spiffy enhancements.

Obviously, Sony's none too happy about the release (and even less about the $19.99 price tag), but considering bleemcast! still requires the purchase of PlayStation games, they're not likely to raise much of a fuss. ■ JD

Drop us an e-mail at
videostuff@wizardworld.com

THE FACE OF EVIL

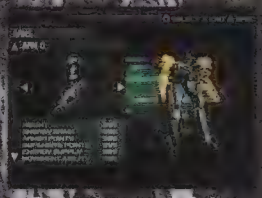
WHAT COMIC VILLAINS HAVE PLANNED FOR 2001

ONSLAUGHT • While Marvel is tight-lipped about any future appearance of this mega-villain, they won't rule out his making a comeback. So don't count him out just yet. But will his return be marked by another line-wide crossover? "Maybe," is all Marvel sources would leak. •

An invitation to Mars isn't an honor... it's a death sentence.

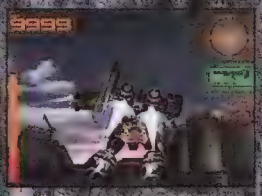
ARMORED CORE 2

Challenge a friend in 2-player split-screen action



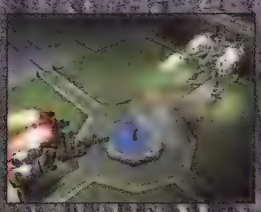
Customize your A.C. for maximum damage

Wield an energy blade in close-quarters combat



Enhanced propulsion technology

Destroy!!!



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The newest addition to the Armored Core series allows you to go head-to-head in relentless battles using an endless combination of parts. Never before have you been given so many options for configuring your AC unit for non-stop action – especially with graphics that dazzle the imagination. Choose between solo missions or vs. friends in 2-player split screen or linked combat sorties.

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manga MANIA!

COOL JAPANESE COMIC AND ANIMATION NEWS YOU NEED TO KNOW...

BACK TO THE FUTURE

Dark Horse Comics brings back the classic 'Akira' to American audiences

Akira is back!

Widely regarded as the greatest manga series ever produced, this post-apocalyptic tale of military intrigue, biker gangs and human evolution will be appearing in American stores once again after a long absence, courtesy of the folks over at Dark Horse Comics and Studio Proteus.

"*Akira* was ahead of its time, and has influenced an entire generation of comics," says Toren V. Smith, founder of Studio Proteus. "Those who have never seen it before are going to be boggled."

Boggled? Yes, considering *Akira* takes place in Neo-Tokyo of 2019, a sprawling megalopolis built atop the ruins of its predecessor, which was destroyed 30 years earlier during WWIII.

Lost among this steel and neon jungle are 15-year-old Kaneda, leader of a biker gang, and his childhood friend, Tetsuo. The pair get caught up in an insidious government plot to cover up a dark secret, a force known only as "Akira." No one knows what Akira truly is, but after an accident draws Tetsuo close to uncovering the truth, he begins to lose his mind during his bid to discover more. Eventually, he is forced into a cataclysmic showdown against Kaneda, who desperately tries to save his friend from becoming a victim of his own madness. (Want to know more? You'll have to read the book to find out!)

Missing on this side of the Pacific for over 10 years, Dark Horse scored the rights to reprint *Akira* domestically after Marvel Comics recently let its license lapse to reprint creator Katsuhiro Otomo's 2,000-page masterpiece. Marvel launched a reprint run of *Akira* in 1988—colorized and broken down into smaller "square-bound" chapters for American audiences—but never completed the series.

"To me, it was like colorizing a black-and-white movie," says Chris Warner, Dark Horse books editor. "[Series colorist] Steve Oliff was a brilliant colorist, but so much of the line work and screen tones are so dazzling in black and white. Color covers a lot of that up."

Therefore, Dark Horse's release of five (possibly six) "phone book"-format Akira comics will be presented in original black and white, but reformatted to read left to right for American readers. Dark Horse and Studio Proteus editors are basing their interpretation on Marvel's initial translation but are throwing out some exposition and the traditional elliptical word balloons in favor of Otomo's more organic presentation of dialogue.

"It's a real meal to sit down and read one of those books," Warner says. "But the visual pace really screams along pretty good. That was the way it was intended to be done."

Look for the first volume on December 13 (priced at $24.95), with subsequent volumes coming out every four months thereafter.

■ ROBERT K. ELDER

O.KANEDA *Akira* protagonist
Kaneda is back for the attack.

THE FACE OF EVIL
WHAT COMIC VILLAINS HAVE PLANNED FOR 2001

ILAHN • The conniving conspirator of CrossGen's *Meridian* will meet his match in a young, ambitious girl who, though she currently lacks the power Ilahn wields, has the potential to become a major force for evil. Teamed with someone just like himself, Ilahn will become even more of a threat to Sephie... •

Kaneda: Foto Fantasies

HARD ROCK SAVES THE GALAXY!
Let us introduce you to Black Heaven. Evil aliens are ravaging the galaxy! We have a super weapon, but we can't active it to its full potential - what can we do?
Fortunately, our boss, Layla, found a guitar sound that will activate our ultimate weapon! Unfortunately, it comes from Oji Tanaka from the barbaric planet Earth, and he's given up his band!
Oji Tanaka
THEN & NOW
In his youth, Oji was a guitar god for Black Heaven, but now he rots behind a desk job and his ex-groupie wife has just thrown away his last guitar! Not to worry! Our super-sexy boss will convince Oji to play again and revive his musical dreams!
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Nanako - Fire-crackers V.2 ..... DVD $29.98
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ANIMEBUZZBOX

JAPANESE RUMOR MILL

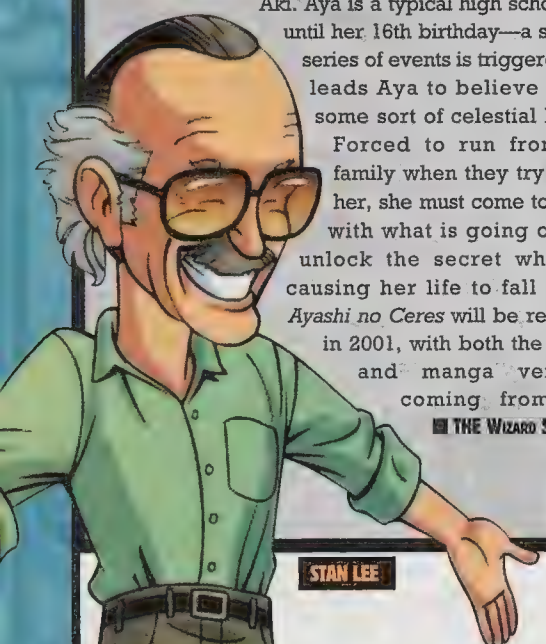
TAKE A SAILOR HOME Pioneer Entertainment, which holds the licensing rights to the "Sailor Moon S" and "SS" TV seasons, will produce a cut VHS dub release (basically what you see now on the Cartoon Network), an uncut sub VHS release and an uncut DVD dual-language release this winter. As of right now, Pioneer still does not have the rights to the first two seasons, "Sailor Moon" and "Sailor Moon R." DiC still holds those rights, and word is they want a lot of money to give them up.

STAN INVADES JAPAN Stan Lee Media, Inc. has partnered with Venture Soft Co., Ltd., Asia's leading creator and aggregator of anime and manga, to form a joint venture that will bring the U.S. company's superhero and fantasy story franchises to Asia. The partnership—to be called SLM Japan—will produce, distribute, license and market Japanese and Korean versions of all of Stan Lee Media's Webisodes—as the company's animated Internet series are known—including its flagship series, "7th Portal."

OH, CANADA! Sony Music Video has formed a long-term alliance to market and distribute in Canada the complete catalogue of Japanese animation from Manga Entertainment and any newly produced programming from Palm Pictures in both video and DVD formats. Whew! Say that five times!

NEW WATASE PROJECT Viz has recently acquired *Ayashi no Ceres*, the latest tale from Yu Watase, the creator of *Fushigi Yugi*. *Ayashi no Ceres* tells the story of Aya Mikage and her twin brother, Aki. Aya is a typical high school girl until her 16th birthday—a strange series of events is triggered that leads Aya to believe she is some sort of celestial being. Forced to run from her family when they try to kill her, she must come to terms with what is going on and unlock the secret which is causing her life to fall apart. *Ayashi no Ceres* will be released in 2001, with both the anime and manga versions coming from Viz.

■ THE WIZARD STAFF



STAN LEE

'SPRIGGAN' INTO THEATERS

'Akira' creator's newest masterpiece hits the big screen in February 2001

Fans of Katsuhiro Otomo's anime classic "Akira" have something new to look forward to early next year.

Unfortunately, it may just be the end of the world.

"Spriggan," the newest work from Otomo and the newest release from ADV Films, will blast its way into theaters February 2001. The creators of "Spriggan" mixed traditional cel and computer animation to bring the film's story to life.

For the uninitiated, "Spriggan" is the name given to an agent of the secret organization ARCAM, which is devoted to protecting the secrets of an ancient civilization and its greatest artifact, Noah's Ark. The film follows Yu Ominae, ARCAM's best Spriggan, as he tries to stop corrupt forces from removing Noah's Ark from its resting place on Mt. Ararat and revealing a secret that could determine the fate of humankind. Along the way, Yu has to fight his friends, his superiors, soldiers in mechanized battlesuits and ESP wielders in order to keep the secrets of the Ark safe. But can Yu literally stop an army by himself and save the Ark in time?

Just like "Akira" in 1988 and, more recently, "X" and "Princess Mononoke," "Spriggan" will be put into limited release in American theaters. ADV has faith that "Spriggan" could become the next anime blockbuster.

"Because of its popularity around the world—and we've had anime fans that are rabid for this for a long time—we felt that 'Spriggan' was the best idea to place into theaters," said Ken Wiatrek, a spokesperson for ADV. "We had some choices to make, and we went ahead and went with putting 'Spriggan' out because it was done by Otomo."

Fans should also keep an eye out for "Sin," an ADV-produced film due out on video in October based on the hit computer game of the same name, and "Orphan: Scion of Sorcery," which ADV plans to air on television around the same time "Spriggan" goes into theaters.

That is, if Otomo hasn't tried to end the world again. Tetsuoooo! ■ JASON WHEATLEY

THE FACE OF EVIL
WHAT COMIC VILLAINS HAVE PLANNED FOR 2001

DARTH MAUL ➔ In late 2000's *Star Wars: Darth Maul* mini-series, Sidious sends Maul to whup ass all over Black Sun, the galactic-wide Mafia-style crime syndicate of the "Star Wars" universe.➔

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✓ Character Designs by Nobuteru Yuuki - Record of Lodoss Wars, X
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manga MANIA!

BRUSH WITH GREATNESS

A short chat with Rumiko Takahashi

Recently, WIZARD was given the privilege to sit down with acclaimed manga artist and writer Rumiko Takahashi (*Ranma 1/2*, *Inu-Yasha*) during one of her rare visits to the United States. Here is how the conversation went:

WIZARD: It's somewhat unusual for a female artist to be so successful in the shonen manga market. How did you decide to write for boys instead of girls?

Takahashi: I had two older brothers who always bought boys' comics, so I grew up reading boys' comics and really liked them.

You've admitted in the past that you're a very big fan of the Spider-Man manga. Have you ever read the American Spider-Man comics?

Well, I read the American Spider-Man after I enjoyed the Japanese one for so many years, which was, of course, set in Japan. I found that the story [of the Japanese Spider-Man] was very dark and gloomy, and that really appealed to me. But then many years later when I looked at the American Spider-Man, I found it to be too light-hearted for my taste.

A major difference between American and Japanese comic books is the nudity issue. What are your feelings on that?

When I draw nudity I try not to make it a nasty situation at all. A lot of my audience is comprised of younger readers, and in order for them to distinguish between the male characters from the female, breasts are kind of important as a visual aid. But I usually try to [include nudity only] in situations like in bathrooms and such.

What is the most favorite character you've ever created?

I would have to answer that question by saying I love all my characters just the same. But if I was forced to choose one, I would have to say Lum because he's unlike anything I've ever created. Out of all my characters, he definitely stands out.

Vis Communications Inc.

You are considered to be one of the richest women in Japan but yet you don't like to show off your money. What is the one thing you spoil yourself with?

[*Laughs*] I really don't have any time to spend my money, but every month I go to the local CD store and buy all the popular albums. I like Japanese music a lot. I usually listen to it in the background while I try to come up with story ideas. ■ **CARMELO CAYLO**

CRASH COURSE

SCHOOL IS IN SESSION

GUNSMITH CATS

"Gunsmith Cats," originally a manga series by Kenichi Sonoda, is also a three-part OAV (Original Animation Video) originally released from 1995-1996 in Japan. Focusing on the gun-crazy Rally Vincent and her grenade-toting partner, Minny-May Hopkins, the two run a gun shop and shooting range in Chicago called "Gunsmith Cats." Interestingly, the trigger-happy pair also happen to be the most effective bounty hunters around...for the right price. The focus of the OAVs is the G-Cats' capture of drug runner Jonathan Washington. Arresting him is one thing, but the Cats must unexpectedly fight for their lives when Washington's former bosses seek blood. Let's look at some important points about the G-Cats.

>> A firearms expert, Rally's signature weapon is called the "Czech CZ75."

>> Hey, what the heck kind of a name is Rally? In reality, her name is Larry, but the Japanese pronounce the name as Rarry or Rally.

>> Goldy is Rally's nemesis who controls countless minions under her wings through a dangerously addictive hallucinogenic drug, which pushes people to the edge.

>> Russians in the mix? Cold War casualties? Nastajia Radinov, an ex-KGB agent, is one tough gal out to eliminate Washington (who's ready to sing like a canary to the authorities) as well as Rally and pals.

>> The creator, Kenichi Sonoda, has done notable work on character designs for other famous anime. Look for his amazing work on "The Knight Sabers of Bubblegum Crisis," "Gall Force: Eternal Story," as well as the world-famous "Riding Bean."

>> G-Cats a spin-off? Rally actually used to be Riding Bean's partner. For those who are unfamiliar with "Riding Bean," it was a popular anime series that preceded "G-Cats" where Rally actually played second fiddle to Bean, a professional courier and race-car driver.

>> In the Riding Bean manga, Rally's last name is Cheyenne, but it changes to Vincent in the "Bean" anime.

>> Is Rally a fake blond sporting a fake tan as well?!? Rally Vincent's appearance changes from the one in "Riding Bean" to the lovable one we see in "Gunsmith Cats." Bean features a blonde-haired, light-skinned Rally, while we see a black-haired, dark-skinned Rally later on in "G-Cats."

>> In "Riding Bean," Rally's personal favorite gun is also–surprisingly–the Czech CZ75.

>> Misty Brown is the knife and lock expert on the Gunsmith Cats team who Rally actually bounty hunted previously. Putting their differences aside, they now work together.

>> Becky Farrah is Rally's personal informant who always seems to dig up insider information on the streets, but watch out! She doesn't come cheap!

>> Rally's pride and joy is her souped-up car: a Shelby Cobra GT500 with the Chicago license plates BRD 529. ■ **MIKE SHIN**

LA ENCANTADORA • Sultry, sexy Superman antagonist La Encantadora will run afoul of another villain in late 2000 and pay a price for it. And an unusual, twisted relationship between her and Batman baddie Ra's al Ghul will be revealed. •

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ALOHA, KITTY!

Sanrio opens first U.S. café

Have you ever wanted to eat Hello Kitty?

Well, Hello Kitty fans in Hawaii are doing just that as they dig into a slice of Hello Kitty pizza at the brand-new Hello Kitty Café!

Yep, you read it right! The first of its kind in the U.S., The Gathering Place, as it's called, recently opened in the Ala Moana Center on the Hawaiian island of Oahu and has quickly become a paradise within paradise for Hello Kitty enthusiasts.

The menu boasts everything from Hello Kitty-shaped waffles to ice cream concoctions. (Hopefully for Kitty's pal, Keroppi, frog legs won't be on the menu!) And after patrons get their fill, they can shop 'til they drop at the built-in Sanrio store for their favorite Hello Kitty merchandise.

Hopefully, if things go well, Sanrio will consider bring-ing some more Gathering Places stateside. Wouldn't that be purr-fect! ■ **JAMES McDONOUGH**

HEY THERE, SAILOR

A wrong number leads to sex line

Now that's what we call a fan club!

Recently, a 13-year-old Illinois girl had the shock of her young life when she dialed what she thought was the number to a Sailor Moon fan club, but got an off-shore phone sex line instead!

The teen, who's name has been withheld due to her age, took the number off a Sailor Moon school folder which promised, "Your Sailor Moon Official Fan Club Kit!"

Mead, the school supply giant that distributed the folder, claimed that particular design was discontinued and was not aware the phone number had been reas-signed. Regardless, Mead immediately apologized for the inconvenience. ■ **CASEY SEIJAS**

HOT IMPORTS

CAN'T MISS MANGA & ANIME

MANGA

BANANA FISH VOL. 4 TP (Viz) Ash Lynx is a young man with a troubled past. But it's his future that looks bleak when he's given a strange drug by a dying man whose last words are "Banana Fish." Now, Ash must solve the mystery of those words and face his past. **MATURE AUDIENCES $15.95**

DRAGONBALL VOL. 2 TP (Viz) Collecting *Dragon Ball* #7-#12, Goku must find the Turtle Hermit to get the sixth Dragon Ball. $14.95

GUNDAM WING #8 (Tokyopop.com) The Gundam team heads off to investigate a strange asteroid belt, which turns out to be an MD fleet! $2.95

GUNSMITH CATS: MISTER V #1 (OF 11) (Dark Horse) The final year of the Gunsmith saga kicks off in high gear. Old friends return, as do old enemies, and all the secrets of the series are revealed! **MR $3.50**

NEON GENESIS BOOK FIVE #1

NEON GENESIS EVANGELION BOOK FIVE, #1 (OF 7) (Viz) This manga version marks a radical departure from the anime series! This ish reintroduces all the characters, with a whole new spin. $2.95

PRINCESS PRINCE (CPM Manga) An all-new series from Tomoko Taniguchi, creator of *Call Me Princess* and *Aquarium*, about the differences between boys and girls. $2.95

SAINT TAIL #1 (Tokyopop.com) Asuka Jr. heads off in search of the super-thief known only as Saint Tail, who just happens to be his girlfriend Meimi! $2.95

ANIME

CARDCAPTOR VOL. 1 & 2 (Bandai) These first two volumes contain "Cardcaptor" episodes 1-4 and 5-8, respectively. Vol. 1 VHS–$14.99; Vol. 1 DVD–$24.98; Vol. 2 VHS–$24.98; Vol. 2 DVD–$29.98

GOKU II: MIDNIGHT EYE (Urban Vision) Goku finds himself in the mid-dle of military intrigue and a deadly family affair. **MATURE AUDIENCES** Dubbed VHS–$19.95; Subtitled VHS–$29.95

RECORD OF LODOSS WAR: CHRONICLES OF THE HEROIC KNIGHT COLLECTION (U.S. Manga Corps) This 10-hour DVD collection brings together the entire story of the magic knights who must band together to save the island of Lodoss from an ancient evil. $129.00

SIN: THE MOTION PICTURE (A.D. Vision) John Blade must lead the Hardcorps against the rampant crime and corruption plaguing the city of Freeport. Dubbed VHS–$19.98; DVD–$29.98

VAMPIRE HUNTER D (Urban Vision) Check out this DVD of the classic anime, where Vampires rule the Earth and humans are slaves in a corrupt feudal system. **MATURE AUDIENCES** DVD–$29.95

SIN: THE MOTION PICTURE

THE FACE OF EVIL
WHAT COMIC VILLAINS HAVE PLANNED FOR 2001

MISTER SINISTER • According to X-editor Mark Powers, the good Nathaniel Essex has been put in a situation he's never before been in—and he's fascinated. It's a new race—the Neo—after all, a whole new race's evolution to map. That said, he won't show up again before the end of 2000. But next year. . . •

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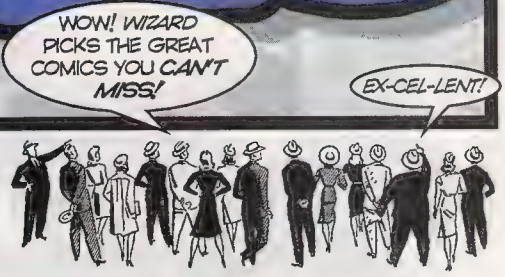


THE MUST-READ COMICS SHIPPING IN OCTOBER

SPOTLIGHT ON...

BATMAN: DARK VICTORY #13 (OF 13)

DC COMICS Seems like just last year that Jeph Loeb started this series about the deranged Hangman killer and Batman's search for his hide. Say, it was just last year. Huh. "We've waited 13 months," Loeb says. Him, too? "It all ends. Come see who lives, come see who dies. Learn the secrets you've been waiting for. No stone will be left unturned. All this, and Batman and Robin fight side by side." Sold! By Loeb and Tim Sale. **$4.95** (shipping October 18)

AUTHORITY #20

WILDSTORM/DC What's a superteam to do when all of Earth's inhabitants are being herded like cows and sent off to alternate realities? Stand around and look dumb? Hell, no! "Earth Inferno" reaches its conclusion here. By Mark Millar, Frank Quitely and Trevor Scott. **MR. $2.50** (shipping October 25)

AVENGERS BOOKS

MARVEL And then there's Emma Peel in that dee-licious black leather...sorry, wrong team. In *Avengers Infinity* #4 (of 4, Oct. 11), the group finally discovers who's behind the antics of the Infinites. But they might not want to give them the time of day. By Roger Stern, Sean Chen and Scott Hanna. Over in *Avengers* #35 (Oct. 25), it's a "Maximum Security" crossover, with the "Infinity" team digging up some secrets. Yippity-do-dah. By Kurt Busiek, John Romita Jr. and Al Vey. **$2.25**—*Avengers*, **$2.99**—*Infinity*

BATMAN BOOKS

DC COMICS In *Detective Comics* #751 (Oct. 11), Poison Ivy gets forcibly removed from her Gotham Park sanctuary. Sounds like that'll go smoothly. Meanwhile, rich playboy Wayne gets a bodyguard. Wuss. By Greg Rucka, Jordan B. Gorfinkel and various artists. Over in *Batman* #584 (Oct. 25), a documentary film crew trails Batman in hopes of capturing his essence. If they keep it up, the only thing they'll be capturing is a new dental mold. By Ed Brubaker, Scott McDaniel and Karl Story. **$2.25**—*Batman*, **$2.50**—*Detective*

BATMAN BEYOND: RETURN OF THE JOKER

DC COMICS Face facts: We're never getting rid of this guy. In the distant future, a decrepit Bruce Wayne schools Terry McGinnis on how to be a good vigilante. Hope he's gettin' good, because the Joker pops back into town. Can't you just hear Wayne groaning now? By Darren Vincenzo, Craig Rousseau and Rob Leigh. **$2.95** (Oct. 25)

BATGIRL #9

DC COMICS A bank robbery is the site for Batgirl questioning her decisions and wondering if this hero business is all it's cracked up to be. Quick, people: Convince her that wearing a skintight costume is for everyone's benefit! By Kelley Puckett and Damian Scott. **$2.50** (Oct. 4)

THE FACE OF EVIL

WHAT COMIC VILLAINS HAVE PLANNED FOR 2001

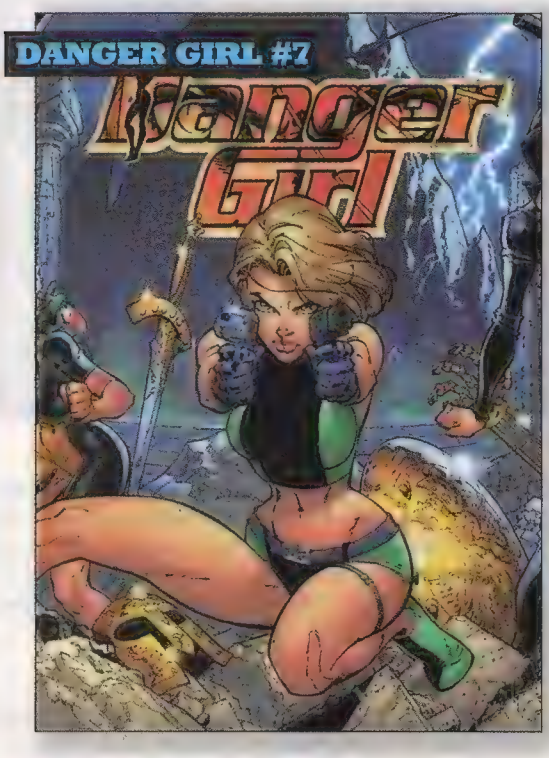
SILVER SAMURAI • According to X-Men editor Mark Powers, there will be no more appearances for the semi-reformed villain this year, but Marvel would like to follow up on story elements that writer/artist Steve Skroce did with him in *Wolverine* #151-#154—possibly by doing a Samurai "film-style" mini-series built around Kenuichio Yoshida. •

BIRDS OF PREY #24

DC COMICS Someone wants Oracle's head on a platter, but her costume is currently being occupied by Black Canary. Sweet gams on both, but how long can that charade last? Meanwhile, the rest of the team tries to get a heart donor for Blockbuster. By Chuck Dixon and Butch Guice. **$2.50** (Oct. 18)

BOX OFFICE POISON #21

ANTARCTIC PRESS It's the final issue of this critics'-darling series. Death at issue 21. We guess this is the kind of thing that prepares readers for the inevitable blackness that awaits us all. Sorry. This is getting us depressed. Find out who lives and who...dies? Why do you have to take the good ones, Lord? Who can't you take *Amazing Spider-Man*? By Alex Robinson. **MR. $2.99**



CAPTAIN MARVEL #12

MARVEL Yon-Rogg and Una-Rogg—the former being an enemy of the original Marvel, the latter Rogg's daughter—come and taunt the new Marvel. Make sense? Also: CM puts in an appearance at a local comic store. We'd worry more about that. By Peter David, Chriscross and Anibal Rodriguez. **$2.50** (Oct. 18)

COUNTER-X BOOKS

MARVEL In *Generation X* #70 (Oct. 11), "Come On Die Young" reaches its senses-shattering conclusion with the final fate of Synch and the school being torn apart by infighting. *X-Man* #70 (Oct. 18) delivers the last part of the "Further Down the Spiral" saga, as Nate Grey's future is explained. And in *X-Force* #109 (Oct. 25), "Murder Ballads" wraps up with Domino being targeted by an assassin. All by Warren Ellis and a crack team of artists. **$2.25** each

DANGER GIRL #7

WILDSTORM/DC Danger Girl? Golly, we remember that book. It was 1965, and our bodies were just starting to mature...no, but really, this book is damn late. Will it be worth the wait? Well, it closes out Volume One of the series, it comes in at a whopping 48

gorepicks

JUST IN TIME FOR HALLOWEEN

ANGEL #12 **(Dark Horse)** Beginning a ghastly crossover with ex-lover Buffy! **$2.99** (shipping October 11)

BLAIR WITCH: DARK TESTAMENTS #1 **(Image)** The early years of psycho brothers Rustin and Dale Parr. **$2.95** (late Oct.)

BUFFY THE VAMPIRE SLAYER **(Dark Horse)** Buffy's the key to bringing about the end of the world. **$2.99** (Oct. 25)

BUFFY THE VAMPIRE SLAYER: GILES **(Dark Horse)** The bookworm gets his chance to kick vampire butt! **$2.99** (Oct. 4)

DEVIL'S NIGHT–WILDSTORM ANNUALS **(WildStorm/DC)** Those goofy Gen[13] kids accidentally let loose the demon Ghoulgotha in *Gen[13] Annual 2000 #1* (Oct. 4), setting off a chain reaction that continues in *Authority Annual 2000 #1* (Oct. 11), *Wildcats Annual 2000 #1* (Oct. 18), and *Magique Annual 2000 #1* (Oct. 25). **$3.50 each**

DREAMS OF THE DARKCHYLDE #1 **(Darkchylde Entertainment)** The formative years of Ariel Chylde. **$2.95** (late Oct.)

HALLOWEEN: BEHIND THE MASK #1 **(Chaos! Comics)** The knife-wielding maniac Michael Myers gets a comic! **$2.95** (late Oct.)

HAUNTED SC **(Sleeping Giant Comics)** An anthology of creepy tales. **$3.95** (late Oct.)

JLA/WITCHBLADE **(DC/Top Cow/Image)** The Witchblade takes a liking to Oracle. **$5.95** (Oct. 4)

LITTLE GLOOMY HALLOWEEN SPECIAL **(Slave Labor)** One li'l girl, several big monsters. **$3.50** (late Oct.)

NIGHT TERRORS #1 **(Chanting Monks Studios)** More horror tales, including one from Bernie Wrightson. **$2.75** (late Oct.)

NOCTURNALS: TROLL BRIDGE **(Oni Press)** Doc Horror and his mates rescue Halloween Girl. **$4.95** (late Oct.)

OVERKILL #1: WITCHBLADE/ALIENS/DARKNESS/PREDATOR **(Top Cow/Dark Horse)** The Aliens infest New York City. **$5.95** (late Oct.)

RESIDENT EVIL: FIRE AND ICE #1 (OF 4) **(WildStorm/DC)** A new S.T.A.R.S. unit tracks down a deadly virus. **MR. $2.50** (Oct. 4)

SANDMAN PRESENTS: MERV PUMPKINHEAD–AGENT OF DREAM **(Vertigo/DC)** A spy tale, or just a dream? **MR. $5.95** (Oct. 18)

SCARY GODMOTHER VOL. 4: THE BOO FLU **(Sirius Entertainment)** Hardcover tells the tale of a Halloween with a sick Scary G. **$19.95** (late Oct.)

UNTOLD TALES **(Chaos! Comics)** Unheard-of stories featuring all your favorite freaks, including *Untold Tales of Purgatori* #1, *Untold Tales of Chastity* #1, *Untold Tales of Evil Ernie: Pieces of Me* #1, and *Untold Tales of Lady Death* #1. **$3.50–*Ernie*, $2.95**–all the rest (all late Oct.)

pages, and it features the girls traveling to Hammer Island to recover some stolen artifacts. Make up your own mind. By J. Scott Campbell, Andy Hartnell and assorted artists. **$5.95** (Oct. 25)

DAREDEVIL BOOKS

MARVEL Ninjas! And lots of them! Besides the spiffy *Daredevil* #19, Brian Michael Bendis serves up *Daredevil: Ninja* #1 (of 3). "This is one of the things I really wanted to do," Bendis says. "My *Daredevil* run with David Mack was really psychological, but the one thing I really love that I didn't get to accomplish was the ass-beating ninjas." And so it shall be, as Matt Murdock goes off to Tokyo in search of his stolen throttlin' staff. **$2.99** each (both Oct. 11)

EMPIRE #3

GORILLA/IMAGE That Golgoth sure is a scary dude, but he may have something to fear in Lohkyn, the new arms supervisor. Seeing who gets what weapons sounds like a surefire way to kill anybody you want. By Mark Waid, Barry Kitson and James Pascoe. **$2.50** (late Oct.)

GATECRASHER #5

BLACK BULL ENTERTAINMENT Nothing like a Halloween party to try to relax and score. Unfortunately for Alec, it seems as if someone is trying to off him. Can he find out who it is without breaking his suave demeanor? By Mark Waid, Amanda Conner and Jimmy Palmiotti. **$2.50** (Oct. 25)

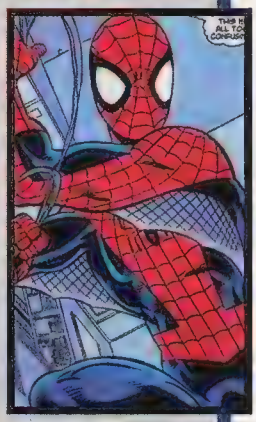
GREEN LANTERN #131

DC COMICS The Manhunters don't like Kyle as is, so they're going to be "remodeling" him a little bit. Ick. For his sake, we hope they're familiar with morphine. Meanwhile, Terry, Kyle's new assistant, tries to make sense of his weirdo boss. By Judd Winick, Darryl Banks and Andy Smith. **$2.25** (Oct. 4)

DREAMPICKS

THE IDEAL COMIC

WINICK ON SPIDER-MAN



Judd Winick packs quite a punch. As a writer, the ex-"Real World" star can do action stories (*Green Lantern*), humor stories (*Barry Ween*) and emotional stories (*Pedro and Me*).

Combining Winick's talents sounds an awful lot like what Spider-Man used to be like back in his heyday—socially powerful stories (like the entire Harry Osborn on LSD storyline) combined with tense action (like Green Goblin killing Gwen Stacy right before Spidey's eyes). So, how would Winick handle the wall-crawler if *he* was penning his monthly adventures?

"If I did Spider-Man, I'd give him his *cojones* back. I miss Spider-Man just plain ol' fighting bad guys," says Winick. "Kickin' the spit out of the Rhino. Really beaning the Goblin (whichever one isn't dead). The good old whoop-ass days."

Fighting bad guys? What a concept for a superhero! This Winick guy really knows his stuff! No wonder he was so popular on that wacky MTV show!

HARLEY QUINN #1

DC COMICS It was bound to happen. She's mega-popular, cute as a button, and as demented as kittens are cuddly. Say hello to Harley's new ongoing series, complete with appearances by the Joker (as she attempts to bust him out of the pokey) and Batman (whom she's sure to annoy). By Karl Kesel, Terry Dodson and Rachel Dodson. **$2.95** (Oct. 11)

HELLBLAZER #155

VERTIGO/DC "Good Intentions" reaches Part 5, and Johnny Boy is getting even more involved with the hicks of West Virginia. "John's gonna go hunting," writer Brian Azzarello notes. Sounds ominous. "For him it turns out okay. For who he's going hunting with, it doesn't turn out very well at all." Sooo…Does anyone get shot? "No. Well, not with a gun, anyway." By Azzarello and Marcelo Frusin. **MR. $2.50** (Oct. 25)

INCREDIBLE HULK #21

MARVEL Joe Fixit makes a reappearance, and he's eager to discover what's going on in Area 51. Needless to say, there are forces there to make sure he don't get very far. Yes, even with a tie on. By Paul Jenkins, Kyle Hotz & Eric Powell. **$2.25** (Oct. 18)

IRON MAN BOOKS

MARVEL In *Iron Man* #35 (Oct. 11), Littletown, Nebraska is the site of an alien invasion. What can Iron Man do to stop it? Shucks, what *can't* that guy do? By Joe Quesada, Frank Tieri, Alitha Martinez and Rob Hunter. And in *Iron Man: Bad Blood* #4

THE FACE OF EVIL

WHAT COMIC VILLAINS HAVE PLANNED FOR 2001

ABSORBING MAN • When last we saw him trashing Manhattan in recent issues of *Thor*, he surrendered to the authorities in order to get his cancer-stricken wife Titania medical attention. Marvel Editor Tom Brevoort teases: "But will anything be able to stop him if she should die?" We'll see. •

(of 4, Oct. 25), the Tin Can Man invades Justin Hammer's space station, only to find it guarded by some of his very own inventions. Swift. By David Michelinie and Bob Layton. **$2.25**—*Iron Man*, **$2.99**—*Bad Blood*

JLA #48

DC COMICS "Queen of Fables" continues, as a really wicked old witch turns Manhattan into something right out of a fairy tale, complete with a sleeping beauty: Wonder Woman! We'd say to hell with it and start charging admission. By Mark Waid, Bryan Hitch and Paul Neary. **$2.25** (Oct. 25)

MERIDIAN #5

CROSSGEN Not that we have any practical experience, but it seems like falling to your death isn't classified as a fun time. If Sephie ever lands, her Uncle Hahn has instructed all nearby sky cities to ignore her. Nice guy. By Barbara Kesel, Joshua Middleton, Dexter Vines and Mike Atiyeh. **$2.95** (Oct. 25)

MIDNIGHT NATION #2

TOP COW/IMAGE What's a fella to do when he's only got 11 months to live? Break into the Playboy Mansion with a filled prescription? Nah. You gotta be noble. David Grey has precious little time to find out who (or what) took his soul, and what they have in store for mankind. By J. Michael Straczynski, Gary Frank and Jason Gorder. **$2.50** (late Oct.)

MYSTIC #5

CROSSGEN Talk about your hissy fits: Sisters Giselle and Genevieve are using their magical powers to try and beat the crap out of each other. But is Genevieve really her sister, or is Giselle being played like a fiddle? By Ron Marz, Brandon Peterson, John Dell and Andrew Crossley. **$2.95** (Oct. 4)

100 BULLETS #17

VERTIGO/DC "All hell breaks loose," promises writer Brian Azzarello of this installment of "Hang Up on the Hang Low." Young

alsoshipping

MORE BOOKS TO GET

CAPTAIN AMERICA #36 (Marvel) Cap takes on some nasty aliens. $2.25 (shipping October 18)

DEADPOOL #46 (Marvel) Deadpool's got a tough job on his hands this time around–he's got to wipe out every thug in the mob! **$2.25** (Oct. 4)

FANTASTIC FOUR #36 (Marvel) Diablo causes trouble. He should try shaving that cheesy mustache. **$2.25** (Oct. 4)

FLASH #167 (DC Comics) Plunder and Thinker terrorize Wally. **$2.25** (Oct. 25)

HELLSPAWN #3 (Todd McFarlane Productions/Image) A priest preaches the Bad Word. **$2.50** (late Oct.)

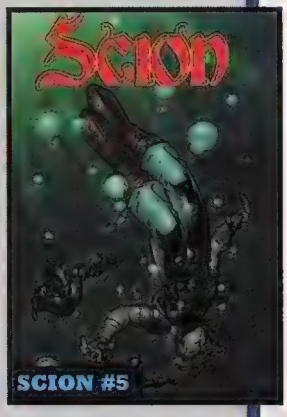
JSA #17 (DC Comics) The JSA vs. their evil counterparts, the Injustice Gang of America. **$2.50** (Oct. 18)

MARVEL BOY #5 (OF 6) (Marvel) MB gets comfy with Oubliette. **$2.99** (Oct. 4)

MAXIMUM SECURITY #1 (OF 3) (Marvel) Ronan the Accuser declares Earth the galaxy's new prison. **$2.99** (Oct. 4)

NIGHTWING #50 (DC Comics) The Blüdhaven Police HQ is subject to a hostile takeover. **$3.50** (Oct. 11)

SAM AND TWITCH #15 (Todd McFarlane Productions/Image) A bounty hunter war bleeds all over NYC. **$2.50** (late Oct.)



SAVAGE DRAGON #80 (Image) The Dragon discovers an underworld world. **$2.95** (late Oct.)

SCION #5 (CrossGen) Ethan gets caught in a storm. **$2.95** (Oct. 18)

SIGIL #5 (CrossGen) Sam beats feet to rescue Roiya. **$2.95** (Oct. 11)

SPAWN #103 (Todd McFarlane Productions/Image) A small town gets collective amnesia. **$2.50** (late Oct.)

SPIDER-MAN BOOKS (Marvel) In *Peter Parker: Spider-Man 2000* (Oct. 4), Chris Claremont scribes a tale featuring a bounty hunter. In *Amazing Spider-Man* #24 (Oct. 11), Senator Ward threatens Our Hero. And in *Peter Parker: Spider-Man* #24 (Oct. 18), Peter gets abducted by aliens. Lord. **$3.50–2000, $2.99**–*Parker, Amazing*

SUPERMAN BOOKS (DC Comics) In *Adventures of Superman #585* (Oct. 11), Metropolis is attacked by various powers. Over in *Superman: The Man of Steel* #107 (Oct. 18), Supes and Steel travel to the Phantom Zone. And in *Action Comics* #772 (Oct. 25), Ra's Al Ghul guest-stars. **$2.25 each**

THOR #30 (Marvel) Because they said you asked: Beta Ray Bill makes a comeback. **$2.25** (Oct. 4)

WOLVERINE #157 (Marvel) Wolvie and Spidey take on the Mole Man. **$2.25** (Oct. 25)

X-BOOKS (Marvel) In *Uncanny X-Men* #387 (Oct. 4), Jean Grey is targeted by a bounty hunter. In *X-Men: Magik* #1 (of 4, Oct. 4), the title character battles a demon. In *X-Men: The Search for Cyclops* #1 (of 4, Oct. 11), you get the picture. And in plain old *X-Men* #107 (Oct. 18), the team tries to get in contact with the galaxy-hopping Professor X. **$2.25**–*Uncanny, X-Men*; **$2.99**–*Magik, Cyclops*

punk Loop Hughes discovers his target shares some memories with Agent Graves. "It's the big action issue. Curtis, Loop's father, is going to bite the hand that feeds him." Kinky. By Azzarello and Eduardo Risso. **MR. $2.50** (shipping Oct. 4)

POWERS #6

IMAGE Looks like Retro Girl's murderer has finally been caught. But the perp's confession is even more shocking than what the perp did (or didn't) do. What's a copper to do when he's surrounded by costumed heroes and criminals? Suck it up, that's what. By Brian Michael Bendis and Michael Avon Oeming. **$2.95** (late Oct.)

PUNISHER #9 (OF 12)

MARVEL You let angry bears rip a surly old crime mistress nearly to death, and just look at the grudge she's got against you. As Frankie prepares to move out of his apartment, Ma Gnucci gets the Russian after him to finish things up. Just don't break the fine china. By Garth Ennis and Steve Dillon. **MR. $2.99** (Oct. 11)

ROBIN: YEAR ONE #1 (OF 4)

DC COMICS So what's it like being a young boy running around in tight little shorts and a cape? Traumatizing? You bet! Join young Dick Grayson as he discovers about life, himself, and what a weird duck Bruce Wayne really is in this flashback to the good old days. By Chuck Dixon, Scott Beatty, Javier Pulido and Robert Campanella. **$4.95** (Oct. 25)

SENTRY #4 (OF 5)

MARVEL Has Golden Boy here figured out what his story is yet? Of course not: It's only the fourth issue. But he does pay a visit to Tony Stark and Professor X to see if they might be able to help. Note to Sentry: Tony does not need booze to "help him think better." By Paul Jenkins and Jae Lee. **$2.99** (Oct. 18)

on the edge

OFF THE BEATEN PATH

LAST CALL FOR TANG!

What's a fella to do when you're stranded on the moon and ya get a hankering for a cold one? If you're among the population in AIT/Planetar's *Astronauts in Trouble: One Shot, One Beer* #1, all you need to do is head down to Cool Ed's. Sitting down with the local patrons could net you some neat stories, including how the HayesCorp moon base came about, as well as what the first man on the moon is up to. Ain't nothing like a little medicine after a hard day's work chipping away at moon rocks. For all the details, pony up **$7.95.** (shipping late October)

SUPERMAN #163

DC COMICS Looks like Luthor's in trouble, and once again, Supes is stupid enough to save him. "Metropolis is flooded!" exclaims writer Jeph Loeb. "All this, and a shock ending for Lex Luthor that is sure to have people talking. Plus gigantic implications for his presidential campaign." He's still the littlest of three evils. By Loeb, Ed McGuinness, Paul Pelletier and Cam Smith. **$2.25** (Oct. 4)

THUNDERBOLTS #43

MARVEL Who's got the *cojones* to stand up to a being dubbed the Supreme Intelligence? Uh, Moonstone, that's who. If that weren't enough to get you all excited, Scourge comes back to terrorize the team just a little bit more. Supreme Intelligence. Now that'll net you some r-e-s-p-e-c-t, Aretha style. By Fabian Nicieza, Mark Bagley and Greg Adams. **$2.25** (Oct. 18)

ULTIMATE SPIDER-MAN #2

MARVEL Continuing the early, formative years of our favorite costumed freak! Spidey is having a hard enough time at school and at home, but it won't help matters any when Norman Osborn has his employee Dr. Octavius keep an eye on him. "It's the day after he gets bit by the spider," writer Brian Michael Bendis notes. "The attempt here is to be a little bit more logical. This is when he first realizes he's got powers." Groovy. By Bendis, Mark Bagley and Art Thibert. **$2.50** (Oct. 4)

THE FACE OF EVIL

WHAT COMIC VILLAINS HAVE PLANNED FOR 2001

ULTRON • Destroyed by the Avengers in 1999, the adamantium-armored killing machine lives on in the form of encrypted brain engrams in the possession of Ultron's robotic protégé Alkhema. But *Avengers* Editor Tom Brevoort says coyly, "What will she do with them, and will their use signify Ultron's rebirth?" Man, we sure hope so. •

UNIVERSE X #3 (OF 12)

MARVEL Captain America and Captain Mar-Vell fight side by side in both Limbo and the Savage Land, where they meet up with Dire Wraiths, Space Phantoms and tons of other baddies you haven't seen in 20 years. Watch out for them tigers, too! Meanwhile, everyone else throws down with Thanos. By Alex Ross, Jim Krueger and Doug Braithwaite. **$3.50** (Oct. 25)

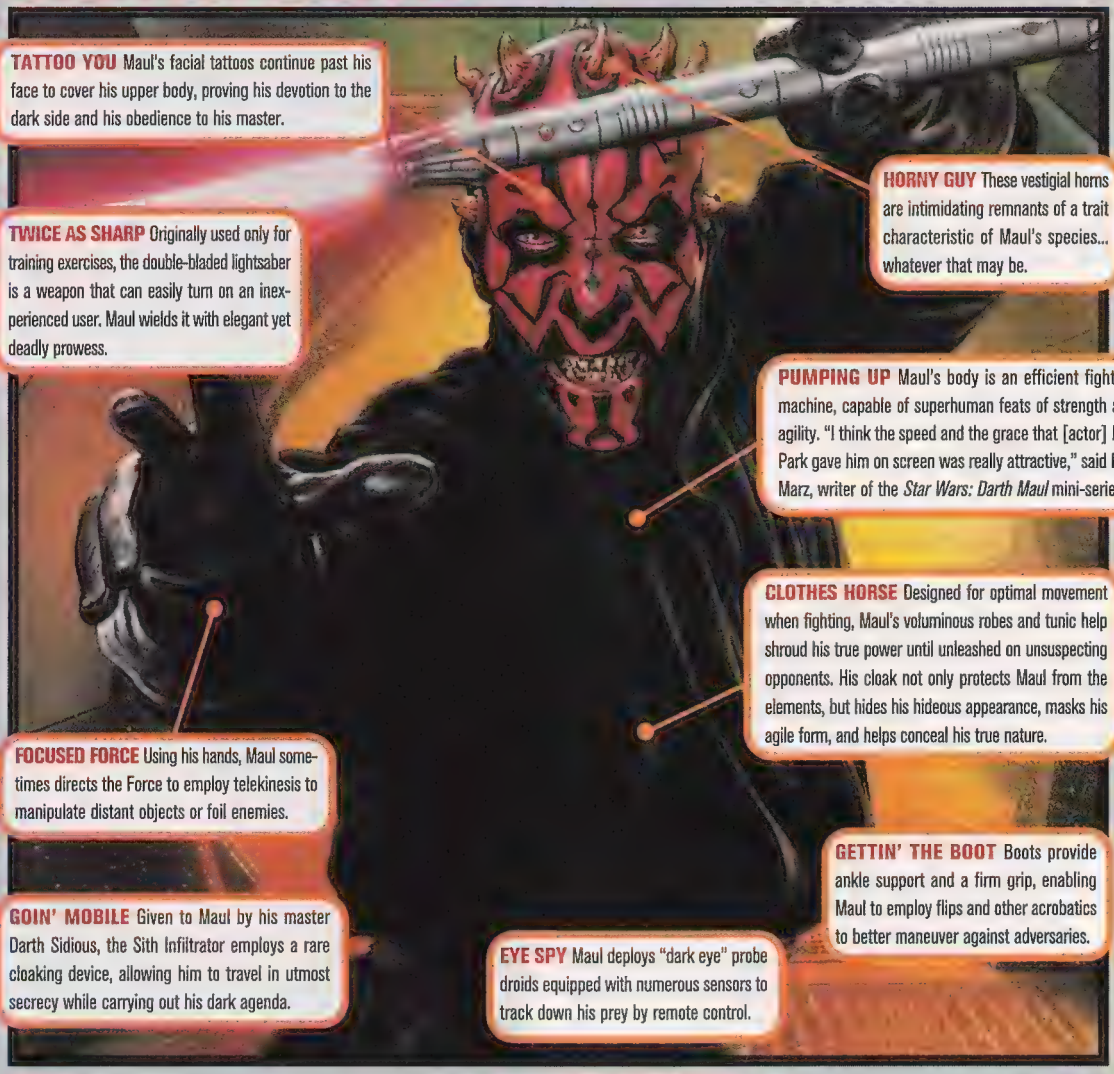
USAGI YOJIMBO #42

MAVERICK/DARK HORSE "Usagi and his companions are still trying to deliver the Grasscutter sword to Atsuta Shrine," Stan Sakai explains, "and they're attacked by both the bat ninja clan and the cat ninja clan." Note to all: Furry creatures are frequently evil. "The sword is stolen from them, but Usagi forms a type of alliance with the head of the cat ninjas." By Sakai. **$2.99** (Oct. 25)

characterprofile

RAP SHEET

DARTH MAUL



TATTOO YOU Maul's facial tattoos continue past his face to cover his upper body, proving his devotion to the dark side and his obedience to his master.

TWICE AS SHARP Originally used only for training exercises, the double-bladed lightsaber is a weapon that can easily turn on an inexperienced user. Maul wields it with elegant yet deadly prowess.

HORNY GUY These vestigial horns are intimidating remnants of a trait characteristic of Maul's species... whatever that may be.

PUMPING UP Maul's body is an efficient fighting machine, capable of superhuman feats of strength and agility. "I think the speed and the grace that [actor] Ray Park gave him on screen was really attractive," said Ron Marz, writer of the *Star Wars: Darth Maul* mini-series.

CLOTHES HORSE Designed for optimal movement when fighting, Maul's voluminous robes and tunic help shroud his true power until unleashed on unsuspecting opponents. His cloak not only protects Maul from the elements, but hides his hideous appearance, masks his agile form, and helps conceal his true nature.

FOCUSED FORCE Using his hands, Maul sometimes directs the Force to employ telekinesis to manipulate distant objects or foil enemies.

GETTIN' THE BOOT Boots provide ankle support and a firm grip, enabling Maul to employ flips and other acrobatics to better maneuver against adversaries.

GOIN' MOBILE Given to Maul by his master Darth Sidious, the Sith Infiltrator employs a rare cloaking device, allowing him to travel in utmost secrecy while carrying out his dark agenda.

EYE SPY Maul deploys "dark eye" probe droids equipped with numerous sensors to track down his prey by remote control.

ORIGIN

Darth Maul first appeared in "Star Wars: Episode One–The Phantom Menace" and its various novel and comic book adaptations. He makes his first appearance as a hologram aboard the Federation battleship above Naboo, part of Darth Sidious's effort to intimidate the Neimoidians. "Lucasfilm wanted Maul's origin and his background to remain mysterious," says writer Ron Marz of his work on the *Darth Maul* comic mini-series from Dark Horse. "I think they like having this character who's sort of an enigma." Although dangerously proficient in the physical and combat arts of the dark side, Maul serves as apprentice to the mysterious Darth Sidious, learning how to apply his skills discreetly and diplomatically behind the scenes. One wonders if Sidious ever planned on relinquishing true power to his apprentice, or simply used Maul as a pawn in his schemes–like he used everyone else.

NOW APPEARING

This September, Darth Maul appears in a four-part mini-series from Dark Horse Comics. A prequel to "The Phantom Menace," it pits Maul against the criminal organization Black Sun, which threatens the secrecy of Darth Sidious's schemes for Naboo. Although the story shows off more of what made Maul the most popular villain of "The Phantom Menace," it keeps much of the dark Jedi's background enshrouded in mystery. "We couldn't really tell you anything more about Maul, we could just present an adventure," Marz said. "But the couple of tidbits that we did get to do–like showing where the Infiltrator came from, showing the chest tattoos–are pretty nifty." Though he rarely speaks, Maul still appeals to Marz. "Maul is just the coolest character that's been in any of the movies," he said. "I think the appearance certainly makes him one of the best designed characters in any of the films."

THE RED STAR

FROM AN EVIL RUSSIAN EMPIRE COMES AN ALL-OUT, HIGH-TECH WAR

Love means never having to say you're sorry. Not even for deserting your battlefield post to rescue your dying husband in the middle of an all-out war.

That's the position Maya Antares, a warrior spellcaster in Image Comics' new sorcery-meets-science hit *The Red Star*, finds herself in when husband Marcus' regiment gets slaughtered in the war of Al'istaan. But don't think writer/artist Christian Gossett's book is just another love story. No, it goes much deeper.

"*The Red Star* is, at its core, an allegory for the rise and fall of the Soviet Union," explains Gossett, who before *The Red Star* was best known for designing the prototype of Darth Maul's double-bladed lightsaber in "Star Wars: Episode I—The Phantom Menace" (see sidebar). "There are basically two different factions: One is symbolic of the Soviet Stalinistic era, and the other is symbolic of the ideals of the Russian revolution before Lenin and Stalin corrupted it."

Uh...what?

"I know, they're all very weighty issues," laughs Gossett. "I don't want to give it away, but it will make sense."

Red Star fans are getting a history lesson along with their thrills in issues #1-#4 as Maya relates her Al'istaan war tale, which Gossett says is a fictionalization of the 1979 Soviet invasion of Afghanistan. It looks like a sure victory for the United Republics of the Red Star (URRS, *The Red Star*'s version of the Soviet Union) until Kar Dathra, a mystical sorcerer, appears and wipes out the Red Star fleet. Wife Maya ultimately survives, but husband Marcus is mortally wounded and left on the battlefield to die.

"That's when everything changes for him," says Gossett. "The future of the Land of the Red Star is in Marcus' hands."

That's 'cuz Marcus has the ability to see dead people, which only manifests itself after he's wounded. But this is no "Sixth Sense"—the dead people Marcus sees are ghosts of the millions murdered by the evil Red Star ruler Imbohl generations ago, and he learns his country's war is not as righteous as it seemed.

"Imbohl is the Stalin character in the book," says Gossett. "Historical records estimate that there were 70 million Russians killed by Stalin's prison camps. I basically turned their legacy into ghosts, and by freeing those ghosts, the people of the Red Star can free themselves of that legacy.

"Unfortunately, the only way to do that is through Marcus, and he's dead," says Gossett slyly.

Coming up in issues #5-#8, Maya and Marcus' brother Urik go on a quest for the answers surrounding Marcus' death. Everything comes to a head in the third arc, issues #9-#12, when

THE FACE OF EVIL
WHAT COMIC VILLAINS HAVE PLANNED FOR 2001

THANOS • According to Marvel Editor Tom Brevoort, "Thanos was turned to ash after his battle with Thor at the edge of the universe [in *Thor* #25]. But can even oblivion hold one who was rejected by Death herself?" We'll just have to wait and see. •

Marcus' final fate is revealed. "That's when the mission will become apparent," says Gossett.

Along the way we meet a mysterious "Red Lady," who Gossett says has a very intimate connection to Maya, and Troika, a minion of Imbohl's.

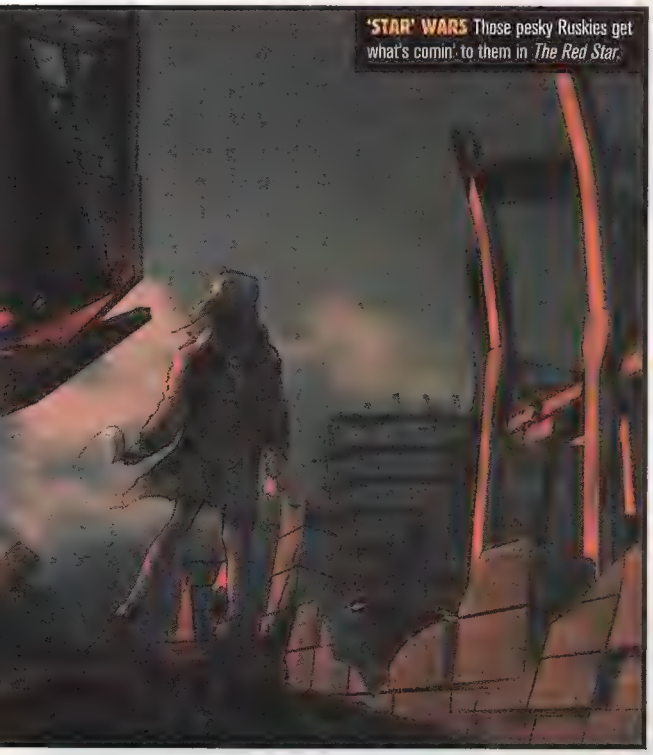
"Troika is another historical symbol," says Gossett. "The KGB used to interrogate people in teams of three called 'troikas.' It was horribly efficient because they would work in shifts of eight hours apiece. In my story, Imbohl took his deadliest interrogators and fused them into one being—Troika, who has a cloak of blades and chains and is made of black iron. The three souls of the interrogators are fused into this machine."

Gossett's interest in Russian history finds root in his greatest childhood fear. "In the early '70s, Vietnam was still going on and we all thought the Communists were coming to bomb us," says Gossett. "It scared me to death. So my dad told me that the best way to overcome fear is to learn about what it is that scares you."

Gossett not only conquered his fears, but gave them a whole new look. *The Red Star* uses 3-D rendering, computer imaging and scale models to give the book a look you can't get with traditional pencil and ink alone.

Gossett draws blueprints of the massive ships and weaponry in *The Red Star* and takes them to "environmental engineer" A.D. Coulter, who turns them into models and constructs computer-generated virtual environments from the models. "We decided to use 3-D because I wanted to give the book a big, epic, cinematic feel," says Gossett.

The cool visuals combined with the gripping story may make for a Russian history teacher's dream. "God and fans willing, when we get to our twelfth issue," Gossett bubbles, "the set-up for the series should be complete. We're going to go through the whole history of the Soviet 20th century!" ■ **JIM AREHART**



'STAR' WARS Those pesky Ruskies get what's comin' to them in *The Red Star*.

MORE REASONS TO READ THIS BOOK

bookmarks

DOUBLE-EDGED SWORD

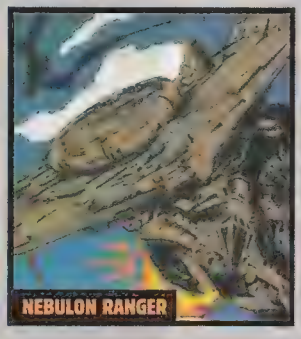
The Soviet Union's not the only place Christian Gossett's influence has touched. He's also left a mark in a galaxy far, far away by creating Darth Maul's double-bladed lightsaber.

As an artist on many Star Wars comics for Dark Horse Comics, Gossett came up with a few nifty designs. Take a look:

DOUBLE-BLADED LIGHTSABER "I came up with a design for a double-bladed lightsaber, but I was told that George [Lucas] would have to approve it," says Gossett. "That was a few years before 'The Phantom Menace.'" Lucas did approve it—it appeared in *Star Wars: Tales of the Jedi—The Sith War* #3 (October 1995), and then later in "Phantom Menace." Lucasfilms credits Gossett with the design. "I never saw a dime from that design, which was really just a prototype for what ended up in the film," says Gossett. "And that's cool. I was just flattered it was used."

DOUBLE-BLADED LIGHTSABER

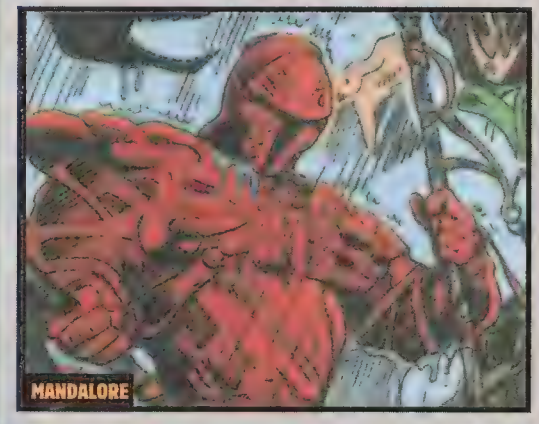
LIGHT STAFF "I did a lightsaber on the end of a staff for *Dark Lords of the Sith* that I thought was pretty cool. I just liked playing around with the idea that the lightsaber could be more than just a sword every time."



NEBULON RANGER

NEBULON RANGER "That was the hero's ship in *Tales of the Jedi*, and I'd love to see it in a movie because it was the first ship I designed—and I ended up designing a lot of them."

MANDALORE "There was another one that actually got to George's desk, too. Mandalore was supposed to be this great warrior from a long time ago in the Star Wars universe. In fact, Boba Fett wears Mandalorian armor. I heard a rumor that they were planning on doing another Mandalorian warrior in the next movie. I'd love to see if he comes out anything like my Mandalore." ■ **JA**



MANDALORE

'NET GAINS

ASHES TO RICHES

Historic preview 'ashcan' editions of Golden Age Superman, Wonder Woman unearthed, estimated worth over $250,000

For the first time ever, Superman and Wonder Woman's first drafts will be on sale to the public. Soon to emerge on the comics market are three historic finds from DC Comics' Golden Age: ashcan editions of *Superman Comics*, *Wonder Woman* and *All-Star Comics*. All three have been graded by the Comics Guaranty Corporation (CGC) for owner and rare comic book dealer Gary Colabuono, who is currently negotiating with auction houses and expects to put the books up for sale within six to nine months.

WOW! Along with these seminal comics, Gary Colabuono (left, with Steve Borock) owns ashcans of *Flash* and *Superboy*.

Paul Schiraldi

Ashcans are issues of a series printed before a series officially begins solely to secure trademarks to titles and logo designs. They may or may not contain cover or interior art that's relevant to the title that appears on the cover.

The *Superman* ashcan, bearing no cover date but estimated to date to late 1938, received a 9.0 grade; the *Wonder Woman*, dated 1942, received an 8.5; and the *All-Star*, dated 1940, a 7.0—all spectacular grades for any Golden Age comic. "Especially on something as rare as these," said CGC Primary Grader Steve Borock. "Books from that Age, anytime I see something a 6.0 or better unrestored, I'm blown away."

Colabuono owns at least 30 other DC ashcans, many for titles that wound up never being used.

The *Superman* ashcan features cover and interior art from *Action Comics* #7 and #8, respectively. There are only two copies known to exist, both owned by Colabuono (only one is for sale). Only one copy each of the *Wonder Woman* and *All-Star* ashcans are known to exist.

"What we have here is really the Holy Grail of comic books, and that's the *Superman Comics* ashcan," beams Colabuono. "[It's] the first time in history where the name 'Superman Comics' is on a comic book."

WIZARD estimates the *Superman* ashcan will net around $250,000 at auction—after all, with only two copies known to exist, it's even rarer than *Superman* (vol. 1) #1 (worth $128,000) or Superman's first appearance, *Action Comics* #1 ($182,500). The *Wonder Woman* and *All-Star* ashcans should net in the six figures as well.

Colabuono originally acquired the *Superman* and *Wonder Woman* ashcans from former DC President Sol Harrison through a dealer in 1985 for $5,000 each. He later purchased the *All-Star* ashcan for $15,000.

After these historic comics have passed through his hands, Colabuono only has one dream: to own an ashcan of the Dark Knight. "But there's no indication that it exists," Colabuono sighed. "There's nothing in DC's files, there's nothing anywhere. A Batman ashcan may exist, but it has never been discovered in all these years." ■ **JUSTIN JONES**

MYSTIQUE • Raven Darkholme will be a major focal point in November's "Dream's End," says X-Men editor Mark Powers. Let's just say that Mystique could be firing "the shot heard 'round the world" for the human-mutant conflict.•

REVAMPED PRICE GUIDE AND NEW WEBSITE GIVE ONE-TWO PUNCH

The industry-leading and fan-favorite WIZARD Price Guide evolves this issue to reflect the relaunch of www.wizardworld.com this past August 28. Throughout the magazine, but specifically in WIZARD's "'Net Gains" section and the price guide sections, WIZARD now focuses on the hottest and most volatile comics in the market to give readers and users of wizardworld.com in-depth analysis.

New to WIZARD magazine is an expanded "'Net Gains" section with more insight and forecasting of the comics market and new price guide sections. Readers can now look for:

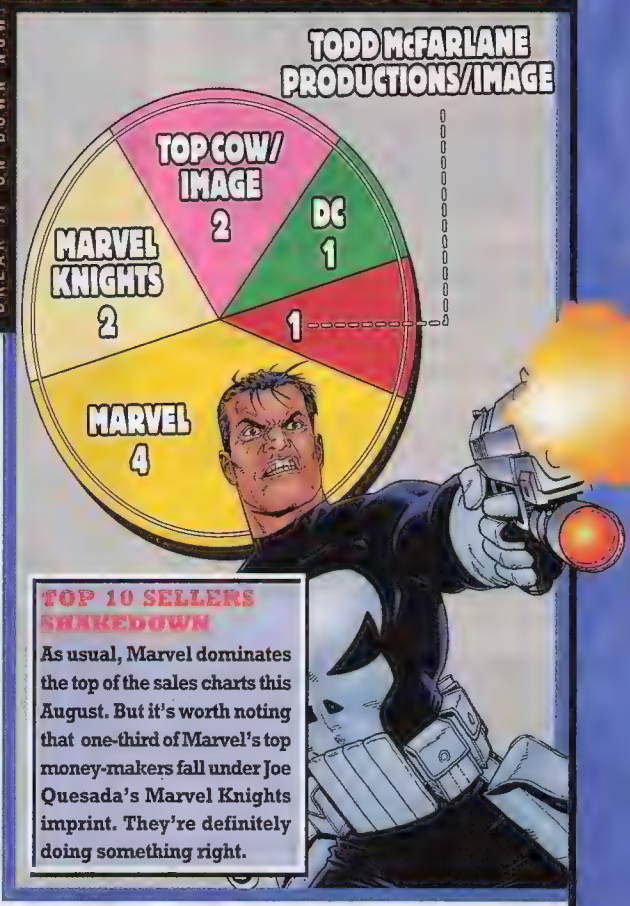
- More Golden Age coverage
- A monthly creator checklist including first works and major moments
- A specialty price guide on a different subject every month
- The new "In & Out" chart that tracks a character's popularity over time
- A new variant-cover checklist every month
- A profile of a different creator on the rise every month

Wizardworld.com boasts the most complete listing of photos and prices anywhere, updated daily, of over 65,000 comics and other collectibles. The free site also allows the user to interface with its database, create a personalized portfolio of his or her collection and track its value.

"We're very excited about the new direction the price guide is taking," says Fletcher Chu-Fong, WIZARD Price Guide Manager. "With the added features and analysis, this is an even more valuable tool for all collectors and casual fans." ■ **THE WIZARD STAFF**

CHARTINGACOURSE

BREAK IT ON DOWN NOW!



TOP 10 SELLERS SHAKEDOWN

As usual, Marvel dominates the top of the sales charts this August. But it's worth noting that one-third of Marvel's top money-makers fall under Joe Quesada's Marvel Knights imprint. They're definitely doing something right.

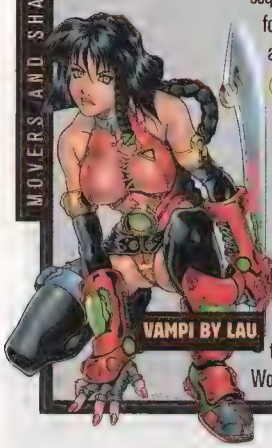
UPS & DOWNS

MOVERS AND SHAKERS IN THE INDUSTRY

CONVENTION SALES Publishers bolstered their sales with strong San Diego and Wizard World Chicago sales this year, often selling thousands of extra copies. Oni Press even sold completely out of some books, like Paul Dini's *Jingle Belle*, at Chicago!

'BATMAN: DARK VICTORY' With Jeph Loeb and Ed McGuinness' sequel to the popular *Batman: The Long Halloween* mini-series approaching its endgame, fans're scrounging for back issues. Issue #1 is an easy $6-$7; issue #2 goes for $4-$5.

VAMPI BY KEVIN LAU Turning the original vamp-chick into a manga-esque warrior has brought in a new audience thirsty for the stuff. This book was definitely underordered, as many stores are selling out.



MARVEL COMICS X-Men movie adaptation stuff is moving very well, and at $6 a copy, very well is *very, very* well. Stores near movie theaters are getting lots of walk-ins.

'CRISIS' HARDCOVER With DC planning to produce a *Crisis on Infinite Earths* trade paperback, interest in the pricey hardcover edition has waned, with its value dropping from $155 to $125. Well, at least a TPB gets the groundbreaking 1985 mini-series by Marv Wolfman and George Pérez out to the masses.

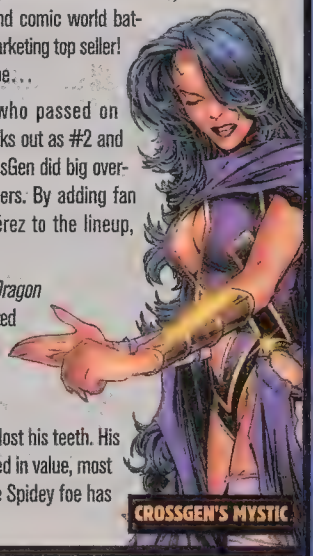
APHRODITE IX Hot artist David Finch + beautiful women = another big winner! Retailers report complete sell-throughs on *Aphrodite IX* and fans panting for more of Finch's art.

CHYNA Not only does she appear nude in *Playboy*, Chyna has her own hot comic! Chaos! Comics reports that they are sold out of issue #1, with fans from both the wrestling world and comic world battling it out to get copies of this cross-marketing top seller! There goes another one off the top rope...

CROSSGEN COMICS Many who passed on CrossGen early are now trying the books out as #2 and #3 issues hit stands. Fortunately, CrossGen did big overprints on #1s and hooked new readers. By adding fan favorites Mark Waid and George Pérez to the lineup, CrossGen'll get even more high profile.

'SAVAGE DRAGON' Erik Larsen's *Dragon* has taken off since its new direction started with June's issue #75. Larsen and Image overshipped #76 and it's still a near-sellout.

VENOM This Spider-Man villain's lost his teeth. His *Lethal Protector* mini-series has dropped in value, most likely 'cuz his presence as a big-name Spidey foe has been lackluster for years.

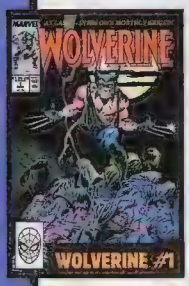


Comics by the Numbers
THE TICKER

10,000 Copies reordered of *Rising Stars* #9 (the first issue of the second "act") within two weeks of release, according to Top Cow Productions

9,312 Number of reorder copies of *The Red Star* #1 sold by Team Red Star to comic stores

3,944 Number of copies that Team Red Star sold of *The Red Star* #1 at the San Diego and Wizard World Chicago 2000 conventions

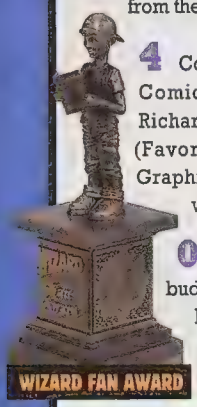


76 Dollars paid for a *Wolverine* (ongoing series) #1 via an eBay auction, graded by Comics Guaranty Corporation at 9.6

20 WIZARD price guide value, in dollars, of that same *Wolverine* (ongoing series) #1 in Near Mint condition

23 Cost per page, in cents, of Marvel's December-shipping *The Art of Marvel Comics* hardcover, featuring 128 pages of art for $29.95 by the likes of Mark Texiera, Jim Steranko, Glenn Fabry, Glen Orbik, Bill Sienkiewicz, Alex Ross, Joe Jusko, Brian Stelfreeze and Simon Bisley

6, 7 Issue numbers of *Too Much Coffee Man* by Shannon Wheeler that never existed—Wheeler skipped the numbers to confuse people and even refers to events from the "missing" issues as a joke



4 Consecutive years that Marvel Comics (Favorite publisher), Richard Starkings and Comicraft (Favorite letterer) and Liquid! Graphics (Favorite colorist) have won WIZARD Fan Awards

0 Dollars Alex Ross charged buddy Dan Fraga when he gave Fraga the original art to his *Gear Station* #1 cover

SOLD ON eBay

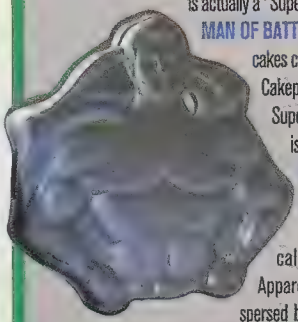
WEIRD AND ONLINE

MARVELS AND MILK MONEY Bullies will think twice about swiping your milk money once they see you've come to school (college, work, whatever) with a gang of Marvel superheroes. The Secret Wars Metal Lunchbox (left), sold for $7.99 and featuring Spidey, Captain America and Iron Man, could make them all say, "You da man."

CAP'S WASTED Tired of boring, old, pansy wastebaskets? A more macho alternative would be the Captain America Collectible Trash Can. Sold for only $9.99 on eBay, it's 12 inches of metallic God-bless-America manliness, enough to make even the Red Skull stop littering.

FRIENDLY FIRE While we're pretty sure the Super Friends wouldn't endorse smoking, that didn't stop this Zippo-style Super Friends Lighter from being produced and sold online for $20.50. We know that Wendy and Marvin stay away from the wacko tobacco, but that Wonderdog is a shady character.

SUPERPREZ! Seeing George W. Bush's mug on Superman's body makes us almost want to vote for the guy. With the Bush the Superhero Political Buttons (right), sold for $15.50 on eBay, it's enough to make one believe that George W. is actually a "Superman for the Millennium." Well, not really.



MAN OF BATTER Everybody loves cake, but normal-shaped cakes can be so lackluster. That's where the Wilton Superhero Cakepan (left) comes in. Direct from 1977 and molded in the shape of Superman, it was a steal on eBay for only $2. If there's Superman cake, is Kryptonite cake possible? Only Lex Luthor knows.

SPIDEY ROCKS OUT Spidey may not handle lead vocals, but the Spider-Man Rockcomic Record features interior art by John Romita, Sr. and music by some band called the Webspinners! Apparently, their songs are interspersed between "dramatic" dialogue. This baby sold on eBay for $6.30.

TELL US about your weird eBay findings! Send photos, etc. to:
SOLD ON EBAY
c/o Wizard Entertainment
151 Wells Ave., Congers, NY 10920
e-mail: soldonebay@wizardworld.com

ONTHERISE

CREATOR TO WATCH OUT FOR

TONE RODRIGUEZ

PRIOR CREDITS Zip. *Violent Messiahs* represents Rodriguez's first professional work in comics. Before that, he worked in production design for three years, and before that, he was employed in commercial art. "I'm the king of comic projects that'll never see print," Rodriguez says of his early comics work.

WHAT HE DOES *Violent Messiahs* takes place on Rancor Island, a fictional city-state wracked by urban decay. Thanks to his gritty, realistic art, readers can almost smell the pollution and get that city grit under their fingernails.

WHY HE'LL BE HOT Citizen Pain, the star of *Violent Messiahs*, could be a break-out character with his imposing look and demeanor, courtesy of Rodriguez. With crime comics making a comeback (see feature on page 60), Rodriguez's gritty style will be in demand.

QUOTABLE "The stuff I'm working on now, I know I'll hate in a year. You can't allow yourself to get stagnant in your work. If I don't see significant growth from year to year, I know I'm in trouble."

THE FACE OF Evil
WHAT COMIC VILLAINS HAVE PLANNED FOR 2001

RYKER • "His power base seemingly destroyed, can Ryker rebuild and strike again?" hints *Incredible Hulk* editor Tom Brevoort. "And what secret bargain has he made with the Devil of the heart of Bruce Banner's mind that will devastate the life of the Hulk?" •

ASK THE COLLECTOR

Collecting tips from comics' crotchety cosmic guru

Paul Schiraldi

Q: ***Don't you think your own personal value might increase if you'd, I dunno, lay off the pastries and get a couple hours of exercise every week?–Joanie McCormick, Marquette, MI***

A: *Impudent fool! I am the Collector, wielder of the Reality Gem, and care not for Earth's ridiculous standards of beauty! Besides, when you've got a tool such as the Collector's, you simply must build a shed over it. And piss on your exercise!*

Q: ***I want to use the 4-mm mylar D sleeves that come with the 3/4-inch flaps at the top because I can't afford the "snap-lock" sleeves. What do I do about the open flaps? If they remain open, how's that supposed to protect against the air better than ordinary bags? How do I store the darn things? You can't close the comic box lid with the flaps sticking up. Help!–Jake Johnston, Kansas City, MO***

A: *You're never going to stop air from coming into the sleeve, even with a "snap-lock" feature. The keys to preservation are climate control and the avoidance of direct sunlight. As long as the comics are snugly inside the sleeves, you'll be just fine. As far as those flaps go, you're out of luck. Learn to love them. You should change your bags and boards every 10 years, anyway.*

Q: ***If I tear out of my comic ads, a bound-in coupon or a giveaway item, is it automatically worthless?–Joseph Elfassi, howdoyoudo@penciller.com***

A: *Yes. Ripping out the ads and keeping the story is slightly better than ripping out the story and keeping the ads, but not much. The comic book is considered not only damaged, but incomplete. Don't do it.*

GOT A QUESTION?

Write your questions to:
ASK THE COLLECTOR
[illegible]
[illegible] Wells Ave.
[illegible], CA 90420
e-mail: askthecollector@wizardworld.com

GRADESCHOOL

GRADED COMIC BUZZ

Let's start off with a pop quiz: What type of comics currently dominate CGC submissions? If your answer was Silver Age books, you just made the grade! Nearly 50% of submitted books are from the Silver Age, most of them Marvels. That's 'cuz it's much tougher to find a Silver Age DC book in higher grades, say 8.5 or greater. Some folks think that means it's not worth submitting a DC book that may just earn a 6.5 to 8.5 or so. Wrong! These books are gems even at mid-grade, and the smart consumers are snapping them up while they can.

Some key DC Silver Age books that are burnin' up the halls of CGC: *Flash* (vol. 1) #105, #110 and #112; *House of Secrets* #92, *Hawkman* (vol. 1) #1, early issues of *Batman*, *Detective Comics*, *Justice League of America*, *Showcase* and *Brave & the Bold*. Also hot right now: classic 80-Page Giants.

FLETCHER CHU-FONG

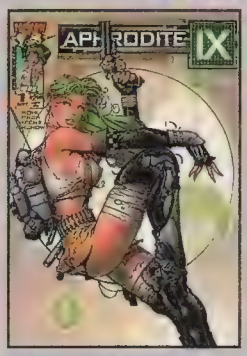
Special thanks to Steve Borock and Paul Litch of CGC. For more on CGC, check out our link at wizardworld.com!

UNDERCOVERS

VARIANT CHECKLIST

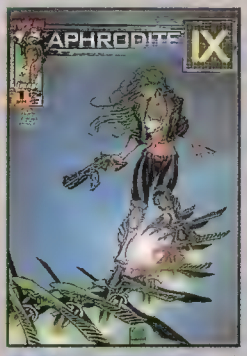
The covers of...

APHRODITE IX

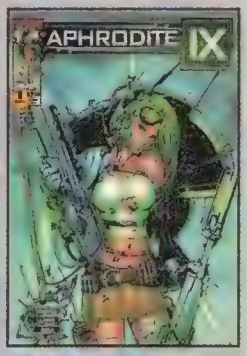


DAVID FINCH COVER 25% of direct-market run

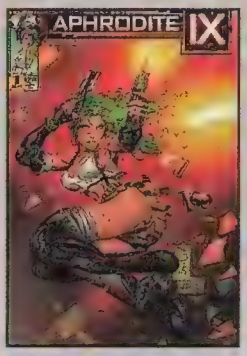
MARC SILVESTRI COVER 25% of direct-market run



MICHAEL TURNER COVER 25% of direct-market run



JOE BENITEZ COVER 25% of direct-market run



DYNAMIC FORCES HOLOFOIL Silvestri cover, 4,000 copies available

WIZARDWORLD 2000/FANDOM.COM Finch cover, 7,500 copies available

WIZARDWORLD 2000/FANDOM.COM Finch cover w/holofoil, 2,500 copies available

TOWER RECORDS holofoil edition w/ Finch art, 10,000 copies available

FORTUNE OF THE MONTH

ANCIENT CHINESE SECRET

Get *Goddess* #1 by Garth Ennis and Phil Winslade. It's a low-ordered Vertigo offering from 5 years ago, and thanks to *Punisher*, Garth is God right now. Add in that Winslade will soon be spotlighted in October's *Daredevil/Spider-Man* mini-series, and you'll have a winner that can currently be had for about $2.

STOCKING UP

The race is on! WIZARD drafted three comic back-issue gladiators—comic writer Jeph Loeb, WIZARD editor Brian Cunningham and comic fan extraordinaire David Massuda—and pitted them in a competition to see who can build the most valuable comic portfolio by issue #112. We've hooked each one of 'em up with a thousand bucks and given them one simple edict: Buy books that will make you money. Our contestants will make at least three transactions per month and never have more than 10 different titles in their portfolio (multiple copies of the same title are okay). So track our favorite fan as he butts heads with industry heavyweights. If Massuda wins, we'll hook him up with $250 of free merch. If he comes in second, he'll get $100 of swag. Dead last? Bupkiss. Be here every month to see who comes out on top. Three men enter, one man wins!

PARTICIPANTS	**DAVID MASSUDA** Comic Fan	**JEPH LOEB** Comic Creator	**BRIAN CUNNINGHAM** Wizard Editor
PORTFOLIO	Amazing Spider-Man (v. 1) #129, $150; Batman: LOTDK #120, $6; Punisher (v. 4) #1, $5; Batgirl #1, $5; Iron Fist #14, **up to** $125; Batman: Harley Quinn, $8; Incredible Hulk (v. 1) #181, **up to** $600; 2 copies Spider-Man #11, **up to** $350; Batman: TLH #1–#13, $73; Earth X #1C-3, $17.50	Giant-Size X-Men #1, **up to** $560; 14 copies Punisher (v. 4) #1, $70; 10 copies Punisher (v. 4) #1A (white cover), $120; Superman (v. 2) #154, $2; 11 copies Batgirl #2, $55; 10 copies Marvel Boy #1, **up to** $35; 31 copies Marvel Boy #2, $92.69; 10 copies Batman: Dark Victory #1, $70; 11 copies Red Star #1, $38.50; 12 copies Superman (v. 2) #160, $27	Giant-Size X-Men #1, **up to** $560; 5 copies each Punisher (1st mini-series) #1–#5, $150; Punisher: War Journal #6, $2; Punisher War Zone #1, $2.50; 2 copies Punisher #1 (v. 4) #1, $10; Punisher (v. 4) #1A, $12; Punisher (v. 4) #1C, $4; 20 copies Red Star #1, **up to** $70; 10 copies Red Star #2, $29.50; 10 copies Powers #1, $35; 10 copies Powerpuff Girls #1, **up to** $70; 10 copies Powerpuff Girls #2, **up to** $50; 10 copies Mystic #1, $30
TRANSACTIONS	**ADDED** Batman: TLH #1–#13, $73; Earth X #1C-3, $17.50 **DROPPED** Wolverine #125–#153 (all reg. ed. except #145 foil cover), $83.25; 2 copies JSA #1, $7	**DROPPED** 20 copies Batgirl #1, $100; 6 copies each Iron Man (v. 3) #26–#28, $45; 3 copies Iron Man (v. 3) #29, $6.75; Superman (v. 2) #151, $3; Batman: TLH #1–#13, $73 **ADDED** 31 copies Marvel Boy #2, $92.69; 10 copies Batman: Dark Victory #1, $70; 11 copies Red Star #1, $38.50; 12 copies Superman (v. 2) #160, $27	**DROPPED** 5 copies Punisher (1st mini-series) #1–#5, $150; 4 copies Rising Stars #1, $40; Rising Stars #2, $5; Punisher War Journal #1, **up to** $2.50 **ADDED** Punisher War Journal #6, $2; 10 mo' copies of Red Star #1, $35; 10 copies Red Star #2, $29.50; 8 mo' copies Powerpuff Girls #1, $56; 9 mo' copies Powerpuff Girls #2, $45; 10 copies Mystic #1, $30
WHAT THEY'RE THINKING	"I'm picking up *Batman: TLH* by Loeb/Sale because *Wizard* #109 has these issues hot. I'm also picking up *Earth X* 'cuz of the *Universe X* hype. I'm dropping my *Wolverine* run because I thought that Claremont's return to the X-Men would spark something, but I was wrong. I'm also dropping *JSA*–it hasn't done anything for me."	"I KNEW IT! You guys spank me with 'If only Jeph could let go of his own work,' and WHAM! *Dark Victory* #1 takes off, and I'm not holding it. Out goes *Batman: TLH* #1–#13; in comes *DV* #1. *Marvel Boy* #2–it worked with *Batgirl* #2, let's see it again, please! As for *Red Star*, they're great guys. And I sold *Iron Man* 'cause Quesada left the book."	"It took me six months, but I'm back in the ballgame. Sorta. I've got a ways to go, but by riding the *Red Star* Express with the Powerpuff Girls at my side, I can't go wrong. And if I need a li'l magic, that *Mystic* chick can bail me out."
WHAT WE'RE THINKING	Wow! We're willing to believe anything David says after looking at his impressive gains this month. Seems everything David held onto paid off at once, especially *Spidey* #11 (previously labeled #1H). With only 2 issues to go, looks like he's gettin' the gold.	Jeph, Jeph, Jeph. You should know better than to listen to us. So don't listen to us when we say that since Massuda picked up *Long Halloween*, we would too–after looking at Massuda's totals, we'd walk on hot burning coals on his say-so. But you still may be stuck in second place.	Finally, a gain in the double digits. Too bad it looks like it might not be enough to catch that Massuda guy if he keeps up his torrid pace. And as long as Loeb keeps plugging his own books, our erstwhile Editor has a shot at second…
CURRENT VALUE (*Last month's value)	$1,339.50 ($1,039.25*)	$1,070.19 ($1,054.65*) (with 41 cents in the bank)	$1025 ($1,003.50*)

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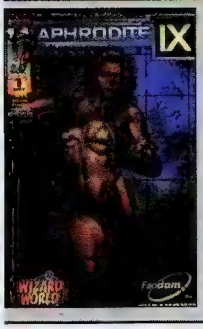
THE HOTTEST BACK ISSUES

HOT 10 comics

WIZARD, by staying in touch with hundreds of retailers throughout the country, keeps a close eye on the country's hottest back issues. These are the books ringing the registers this month...

1 APHRODITE IX #1 (WIZARD WORLD 2000 VARIANT)



WRITER: David Wohl
ARTISTS: Dave Finch & Joe Weems V

Hotter than an adolescent's underpants, more powerful than the Hulk after several injections of Vitamin B-12...Top Cow printed eight different covers of this ish, but it's the convention edition sold at Wizard World 2000 that's really got people looting and pillaging to scrape up the needed 10-spot. Add a compelling story of a female mercenary, her boobs, and her quest to find out where she is and where her boobs came from, and you've got a winnah.

LAST MONTH: N.R. (NOT RATED)

2 PUNISHER #2

WRITER: Garth Ennis
ARTISTS: Steve Dillon & Jimmy Palmiotti

Nope, that's no typo. It's actually the second issue of this awesomely received relaunch that's got people talking smack and...and...avoiding crack. Hum. Anyway, as any respectable comic market watcher knows, orders traditionally go down on #2 issues, in case the series is a bomb. But no chance of that here with the *Preacher* team heading up another bloody, darkly comic tale of twisted redemption.

LAST MONTH: N.R.

3 RISING STARS #0

WRITER: J. Michael Straczynski
ARTISTS: G. Frank, Livesay, K. Cha & J. Gorder

Here's a dirty little trick: Solicit a reprint issue of a popular title, publish it with added, all-new material, and then watch as fans fall over themselves trying to scoop it up after it's already gone. That's just what happened here, with word getting out a bit late that there were some extra goodies lurking within.

LAST MONTH: N.R.

4 POWERPUFF GIRLS #1

WRITERS: Jennifer Moore & Sean Carolan
ARTIST: Phil Moy

This cutesy-poop animated series with a satiric edge already had a large fan following from the Cartoon Network. Publishing a comic with a ready-and-waiting audience makes for good business. We're still undecided about the animators' refusal to draw these females with fingers. There's an evil underlying message there. Somewhere. **LAST MONTH: 4**

5 POWERS #1

WRITER: Brian Michael Bendis
ARTIST: Mike Avon Oeming

Have you ever really stopped and looked at what Brian Michael Bendis puts out every month? The man obviously exists on Jolt Cola and spoonfuls of sugar. His *Powers* series, about cops trying to co-exist with superpowered suspects and citizens, is getting more attention every month–deservedly.

LAST MONTH: N.R.

6 VAMPI PREVIEW

WRITER: David Conway
ARTIST: Kevin Lau

Ba-da-boom. A bloodsucking babe gets the remake treatment, and fans old and new alike go nuts. This one is harder to find than the actual #1 issue. If you happen upon one, pick it up, hold it heavenward, and thank whatever divine force you believe in for such a blessing. And don't forget to pay for it.

LAST MONTH: 6

7 THE SENTRY #1

WRITER: Paul Jenkins
ARTIST: Jae Lee

Good word-of-mouth is helping this limited series right along. Naturally, people are looking to pick up the first issue to see what all the hubbub's about. After reorders were snapped up, Diamond Distributors sold out entirely. No more. Go mooch one off that goofy-looking bastard who will trade it for a couple of soft tacos.

LAST MONTH: N.R.

8 THE RED STAR #1

WRITERS: Christian Gossett & Bradley James Kayl
ARTISTS: Christian Gossett & A.D. Coulter

Sometimes a book comes along that takes everyone by surprise. This isn't that book. Kidding! It is. Oodles and kaboodles of copies were flying off the tables at Wizard World 2000, and most everyone was paying for it. Even lotsa comic pros were buying it. Political upheaval never tasted so good.

LAST MONTH: 10

9 BATGIRL #2

WRITERS: Kelley Puckett & Scott Peterson
ARTISTS: Damion Scott & Robert Campanella

This little sweet baby continues to chug along, as once again, low orders on issues following the first are notoriously low. Besides being cute as a button, Batgirl is mute. And if you've never dated a mute chick, you've never experienced Heaven on Earth. The blessed existence. One could see angels and still never know the bliss. **LAST MONTH: 2**

10 MYSTIC #1

WRITER: Ron Marz
ARTISTS: Brandon Peterson & John Dell

A lot of CrossGen titles are getting more attention as the company motors along. *Mystic* #1 seems to be leading the way, but there are plenty of copies around: CrossGen hoped for increased interest, and planned accordingly. Still, one never knows when that precarious balance of supply and demand'll swing the other way. **LAST MONTH: N.R.**

alec begins his search for the truth...
...but some truths should remain on ice.
guest cover By Greg Hildebrandt
Gatecrasher #4
on sale sept. 27
BLACK BULL ENTERTAINMENT

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THE HIGHEST-ORDERED BOOKS FOR THE MONTH OF **AUGUST**

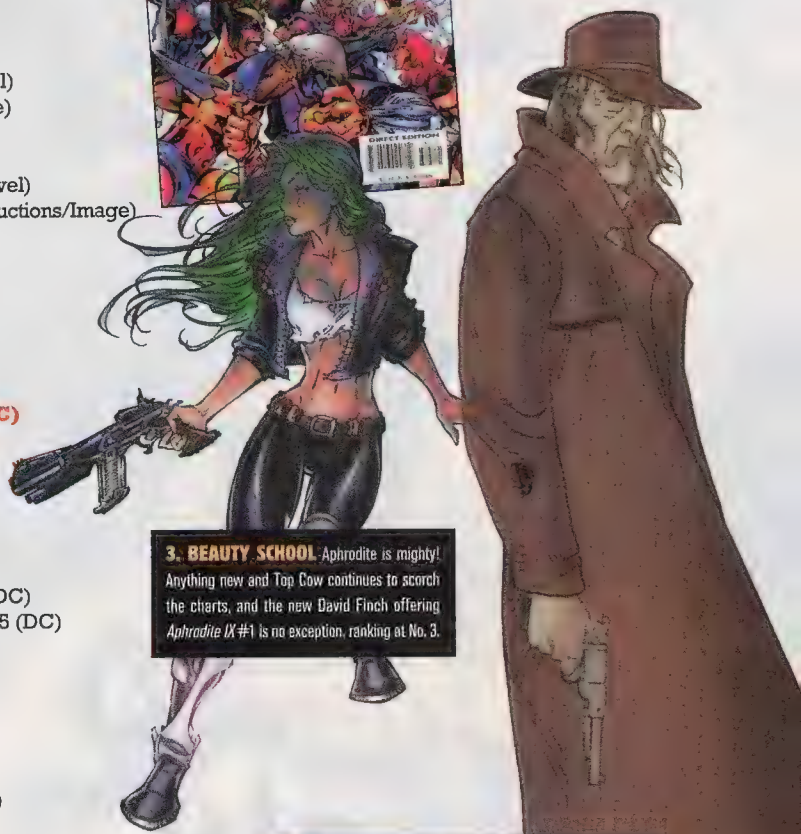
HITLIST

TOP50

The first numeral indicates current sales rank; the second, sales rank the previous month. Titles denoted with a (-) weren't available last month. Compiled by the WIZARD price guide staff using data from Diamond Comic Distributors

1. (2) Uncanny X-Men #385 (Marvel)
2. (3) X-Men #105 (Marvel)
3. (-) Aphrodite IX #1 (Top Cow/Image)
4. (*4*) Wolverine #155 (Marvel)
5. (-) Fathom #14 (Top Cow/Image)
6. (*5*) JLA #46 (DC)
7. (*6*) Avengers #33 (Marvel)
8. (*7*) Punisher #7 (Marvel)
9. (*1*) Spawn #101 (Todd McFarlane Productions/Image)
10. (*9*) Daredevil #17 (Marvel)
11. (*10*) Universe X #1 (Marvel)
12. (*11*) Fantastic Four #34 (Marvel)
13. (*14*) Amazing Spider-Man #22 (Marvel)
14. (*15*) Rising Stars #10 (Top Cow/Image)
15. (*17*) Iron Man #33 (Marvel)
16. (*18*) Batman: Dark Victory #11 (DC)
17. (*19*) Peter Parker: Spider-Man #22 (Marvel)
18. (-) Hellspawn #1 (Todd McFarlane Productions/Image)
19. (*16*) Thor #28 (Marvel)
20. (-) 4 Universe X Special (Marvel)
21. (*21*) Batman #582 (DC)
22. (*20*) X-Force #107 (Marvel)
23. (*23*) Detective Comics #749 (DC)
24. (*22*) Captain America #34 (Marvel)
25. (*32*) Marvel Knights #4 (Marvel)
26. (39) Preacher #66 (Vertigo/DC)
27. (*25*) Mutant X #24 (Marvel)
28. (*24*) Superman #161 (DC)
29. (*29*) Batgirl #7 (DC)
30. (*28*) Generation X #68 (Marvel)
31. (*30*) Action Comics #770 (DC)
32. (*38*) JSA #15 (DC)
33. (*34*) Adventures Of Superman #583 (DC)
34. (*35*) Superman: The Man Of Steel #105 (DC)
35. (*41*) Nightwing #48 (DC)
36. (*37*) Cable #84 (Marvel)
37. (-) Doom #1 (Marvel)
38. (*26*) Avengers Infinity #2 (Marvel)
39. (*40*) X-Man #68 (Marvel)
40. (*45*) Thunderbolts #43 (Marvel)
41. (*43*) Batman: Gotham Knights #8 (DC)
42. (*48*) Green Lantern #129 (DC)
43. (-) X-Men: Declassified (Marvel)
44. (*44*) Batman: Legends of the Dark Knight #134 (DC)
45. (-) Iron Man 2000 (Marvel)
46. (-) Superman: Emperor Joker (DC)
47. (-) JLA 80-Page Giant #3 (DC)
48. (*50*) Marvel Boy #3 (Marvel)
49. (*49*) Gambit #21 (Marvel)
50. (*51*) Incredible Hulk #19 (Marvel)

1. AFTERGLOW Riding a post-movie high, not even a guest-art fill-in by Tom Raney could derail *Uncanny X-Men* #385 from being the month's No. 1 book.



3. BEAUTY SCHOOL Aphrodite is mighty! Anything new and Top Cow continues to scorch the charts, and the new David Finch offering *Aphrodite IX* #1 is no exception, ranking at No. 3.

26. CURTAIN CALL The final issue of *Preacher*, #66, attained the book's–get this!–highest ranking ever, coming in at No. 26! So where were all you guys for issues #1-#65?

NEXT50

51. Crimson #20 (WildStorm/DC)
52. Flash #165 (DC)
53. Planetary #12 (WildStorm/DC)
54. Sentry #2 (Marvel)
55. X-Men: The Hidden Years #11 (Marvel)
56. Batman Annual #24 (DC)
57. Darkness #34 (Top Cow/Image)
58. Green Lantern: Circle Of Fire #1 (DC)
59. Authority #18 (WildStorm/DC)
60. Spider-Man: Revenge of the Green Goblin #1 (Marvel)
61. Green Lantern: Circle Of Fire #2 (DC)
62. Rising Stars Prelude (Top Cow/Image)
63. Titans #20 (DC)
64. Ghost/Batgirl #1 (Dark Horse/DC)
65. Iron Man: Bad Blood #2 (Marvel)
66. Green Lantern: Green Lantern #1 (DC)
67. Green Lantern: Firestorm #1 (DC)
68. Young Justice #24 (DC)
69. Top 10 #10 (WildStorm/DC)
70. Green Lantern: Adam Strange #1 (DC)
71. Green Lantern: Power Girl #1 (DC)
72. Green Lantern: The Atom #1 (DC)
73. JSA Annual #1 (DC)
74. Robin #81 (DC)
75. Gambit 2000 (Marvel)
76. DC Two Thousand #2 (DC)
77. Spider-Girl #25 (Marvel)

Spider-Girl writer Tom DeFalco on when the news spread that Marvel title *Spider-Woman* was canceled:

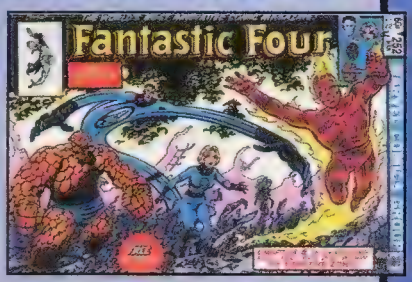
"For a while there, everybody in the office thought *we* were canceled. They called us up and said, 'It's a shame.' When they found out it was *Spider-Woman*, they called back and said, 'Oops! Sorry about that! Didn't mean to scare you.'"

78. Fathom Swimsuit Special 2000 (Top Cow/Image)
79. Batman/Huntress: Cry For Blood #5 (DC)
80. Jenny Sparks: Secret History of the Authority #3 (WildStorm/DC)
81. Captain Marvel #10 (Marvel)
82. Catwoman #85 (DC)
83. Deadpool #45 (Marvel)
84. Batman Chronicles #22 (DC)
85. Star Wars: Twilight #21 (Dark Horse)
86. Promethea #10 (WildStorm/DC)
87. Birds Of Prey #22 (DC)
88. Bishop: The Last X-Man #13 (Marvel)
89. Gen^{13} #56 (WildStorm/DC)
90. Star Wars: Jedi Council #3 (Dark Horse)
91. Wildcats #14 (WildStorm/DC)
92. Batman: Outlaws #2 (DC)
93. Crimson Plague #2 (Gorilla/Image)
94. Spider-Man: Death And Destiny #3 (Marvel)
95. Spawn: The Dark Ages #18 (Todd McFarlane Productions/Image)
96. Starman #70 (DC)
97. Mystic #3 (CrossGen)
98. Supergirl #49 (DC)
99. KISS: Psycho Circus #33 (Todd McFarlane Productions/Image)
100. Marvel: The Lost Generation #5 (Marvel)

100% GUARANTEED!

Weird Gimmick of the Month

FANTASTIC FLIP



The World's Greatest Sideways Magazine?

Such was the case with *Fantastic Four* (vol. 1) #252, published in 1983 during writer/artist John Byrne's successful run. An all-sideways issue from cover to cover, only the letters page was left vertical due to time constraints.

Then-editor Tom DeFalco remembers seeing the finished art for the first time. "The last editor had approved this idea right before I came on," he says. "I first looked at [the art] and thought, 'What the hell is this?'"

Fan reaction to the issue was mixed. Some fans enjoyed the "widescreen" panels, but others found it annoying to look at a comic like it was a *Playboy*.

"John's a serious artist, always trying to challenge himself," DeFalco explains. "He hoped the sideways format would open up the story, allowing for more expansive art."

Luckily (or not) for us, the sideways trend continued in books like *Superman: The Man of Steel* #5 and *Spider-Man* (vol. 1) #16. ■ JESSE THOMPSON

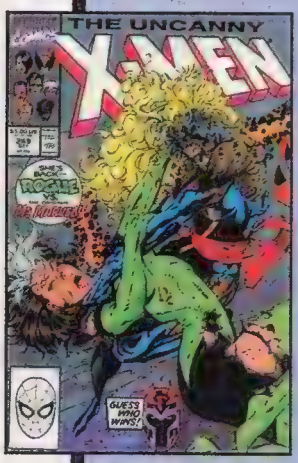
LOOKING BACK

What topped the charts TEN YEARS AGO?

1. Spider-Man #3 Under the pen of Todd McFarlane, Spidey takes a serious pounding from the Lizard while all drugged up and under a voodoo spell.

2. Uncanny X-Men #269 Warbird, then known as Ms. Marvel, comes cruising back into town (the Savage Land, actually) and has a showdown with Rogue; Magneto intervenes and takes out Ms. Marvel on Rogue's behalf.

3. Aliens vs. Predator #2 Ugly Bastard #1 meets Ugly Bastard #2. On a peaceful desert planet, colonists are just becoming aware of the brewing war between the two intestine-ripping species.



4. Batman: Legends of the Dark Knight #12 Commissioner Gordon withholds police records from Dr. Hugo Strange, prompting obsessed cop Max Cort to solicit the shrink's advice in bringing both Gordon and Batman down.

5. Batman #455 Civilians are turning into crazed killers in Gotham City. Meanwhile, little Timmy Drake mourns his mother's death and throws a girly fit about wanting to be Robin.

6. Amazing Spider-Man #340 The Femme Fatales make life hellish for Parker, who decides to give up his spider-powers to appease old worrywart/prune Aunt May.

7. Detective Comics #622 Batman gets annoyed when a comic book is released bearing his likeness. When life imitates art via a series of murders, he gets even more pissed.

8. Wolverine #32 Dai-Kumo sends more goons to kill Wolverine for meddlin' in his drug trade. If it weren't for that damn Logan and his fool friends...

9. Ghost Rider #6 Danny teams up with the Punisher to stop Flag-Smasher from over-throwing the government. Later, tea and cookies are served.

10. X-Factor #59 While Iceman and Archangel get all snuggy-wuggy with their girlfriends, the Beast deals with rejection and jealousy. What a hairy sad sack.

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COMIC BOOK PRICE GUIDE

CREATOR ABBREVIATIONS

Abell, Dusty ..... DAb
Abnett, Dan ..... DAt
Adams, Art ..... AAd
Adams, Michael ..... MAd
Adams, Neal ..... NAd
Adkins, Dan ..... DAd
Adlard, Charlie ..... CAd
Ahlquist, Mark ..... MAq
Alcatena ..... ALc
Balent, Jim ..... JBl
Banks, Darryl ..... DBk
Baron, Mike ..... MBo
Barr, Mike W. ..... MWb
Barreto, Eduardo ..... EBa
Batista, Chris ..... CBt
Bendis, Brian Michael ... BBe
Benefiel, Scott ..... SBe
Benes, Ed ..... EBe
Breyfogle, Norm ..... NBr
Bridges, Vic ..... VBr
Bridwell, E. Nelson ..... EBr
Bright, Mark ..... MBr
Brigman, June ..... JBr
Broderick, Pat ..... PBr
Broome, John ..... JBm
Broome, Mat ..... MAt
Brown, Robert ..... RBw
Brozowsky, Joe ..... JBz
Brunner, Frank ..... FBr

ARTISTS

Allred, Laura ..... LAl
Allred, Michael ..... MAl
Altieri, Kevin ..... KAt
Altstaetter, Karl ..... KAl
Anderson, Brent ..... BAn
Anderson, Murphy ..... MAn
Andru, Ross ..... RAn
Aparo, Jim ..... JAp
Aragonés, Sergio ..... SAr
Arcudi, John ..... JAr
Augustyn, Brian ..... BAu
Austin, Terry ..... TAu
Ayers, Dick ..... DAy
Bachalo, Chris ..... CBc
Badger, Mark ..... MBd
Bagley, Mark ..... MBa
Bair, Michael ..... MBi
Baker, Kyle ..... KBa
Benitez, Joe ..... JOe
Benjamin, Ryan ..... RBn
Bennett, Joe ..... JBe
Bennett, Richard ..... RBe
Bisley, Simon ..... SBi
Bissette, Stephen ..... SBs
Biukovic, Edwin ..... EBi
Blevins, Bret ..... BBl
Bogdanove, Jon ..... JBg
Bolland, Brian ..... BBo
Bolton, John ..... JBo
Bond, Phillip ..... PBo
Booth, Bret ..... BBt
Boring, Wayne ..... WBo
Boyd, Robert ..... RBo
Breeding, Brett ..... BBd
Brereton, Daniel ..... DBn
Brevoort, Tom ..... TBr
Buccellato, Steve ..... SBc
Buckingham, Mark ..... MBu
Buckler, Rich ..... RBu
Buscema, John ..... JBu
Buscema, Sal ..... SBu
Busiek, Kurt ..... KBu
Butler, Steve ..... SBt
Buzz ..... BUz
Byrd, Mitch ..... MBy
Byrne, John ..... JBy
Calafiore, Jim ..... JCf
Campbell, Eddie ..... ECa
Campbell, J. Scott ..... JCp
Campos, Marc ..... MCa
Capullo, Greg ..... GCp
Cardy, Nick ..... NCa
Carey, Mike ..... MCy
Carlin, Mike ..... MCr
Castellini, Claudio ..... CCa
Castrillo, Anthony ..... ACa
Cavalieri, Joey ..... JCf
Chadwick, Paul ..... PCh
Chang, Bernard ..... BCh
Charest, Travis ..... TCh
Chaykin, Howard ..... HCh
Chen, Sean ..... SCh
Chiarello, Mark ..... MCh
Chichester, Dan ..... Ch
Chiodo, Joe ..... JCd
Choi, Brandon ..... BCo
Churchill, Ian ..... ICh
Cirocco, Frank ..... FCi
Claremont, Chris CCl
Cockrum, Dave ..... DCo
Colan, Gene ..... GCo
Fraga, Dan ..... DFr
Franchesco ..... FRa
Frank, Gary ..... GFk
Freeman, George ..... GFn
Frenz, Ron ..... RFr
Friedman, Michael Jan ... MFr
Friedrich, Mike ..... MFh
Fry III, James ..... JFr
Fujiwara, Kamui ..... KFu
Furman, Simon ..... SFu
Gaiman, Neil ..... NGa
Gammill, Kerry ..... KGu
Garney, Ron ..... RGa
Garzon, Carlos ..... CGa
Gascione, Phil ..... PGa
Geary, Rick ..... RGe
Geiger, Steve ..... SGg
Gerber, Steve ..... SGe
Gerhard ..... GEr
Gianni, Gary ..... GGi
Giarrano, Vince ..... VGi
Gibbons, Dave ..... DGb
Giffen, Keith ..... KGi
Gil, Armando ..... AGi
Holdredge, Jon ..... JHo
Hooper, Ken ..... KHo
Hoover, Dave ..... DHo
Hopgood, Kevin ..... KHp
Hotton, Brian ..... BHt
Hotz, Kyle ..... KHt
Howarth, Matt ..... MHo
Howell, Richard ..... RHw
Hudnall, James ..... JHu
Hughes, Adam ..... AHu
Hughes, Steven ..... SHu
Immonen, Stuart ..... Stm
Isabella, Tony ..... TIs
Isherwood, Geof ..... GIs
Ishida, Tatsuya ..... TIh
Jackson, Scott ..... SJa
Jacobs, Will ..... WJa
James, Joseph A. ..... JJm
Janes, Steve ..... SJo
Janke, Dennis ..... DJa
Janson, Klaus ..... KJa
Jarvinen, Kirk ..... KJv
Jenkins, Paul ..... PJe
Jennett, Stuart ..... SJe
Lee, Elaine ..... ELe
Lee, Jae ..... JAl
Lee, Jim ..... JLe
Lee, Patrick ..... PAt
Lee, Scott ..... SCl
Lee, Stan ..... SLe
Lee, Tom ..... TLe
Leeke, Mike ..... MLo
Leialoha, Steve ..... SLa
Leon, John Paul ..... JLn
Leonard, Mike ..... MLn
Leonardi, Rick ..... RLe
Levins, Rick ..... RLv
Levitz, Paul ..... PLe
Lieber, Larry ..... LLe
Lieber, Steven ..... SLb
Liefeld, Rob ..... RLd
Lightle, Steve ..... SLi
Lim, Ron ..... RLi
Linsner, Joseph Michael ... JLi
Lobdell, Scott ..... SLo
Locke, Vince ..... VLo
Loeb, Jeph ..... JLb
Lofficier, R.J.M. ..... RLo
López, José Luis Garcia ... JLz
Lopresti, Aaron ..... ALp
Luke, Eric ..... ELk
Lumley, Ralph ..... RLu
Lustbader, Erik ..... ELu
Luth, Tom ..... TLu
Lyle, Tom ..... TLy
Macchio, Ralph ..... RMa
Mack, David ..... DAv
Mackie, Howard ..... HMa
Macon, Darko ..... DAr
Madan, Dev ..... DVm
Madureira, Joe ..... JMd
Maggin, Elliot S. ..... EMa
Maguire, Kevin ..... KMa
Mahnke, Doug ..... DMn
Mahfood, Jim ..... JMf
Manabe, Jahji ..... JMa
Mandrake, Tom ..... TMc
Mangels, Andy ..... AMa
Manley, Mike ..... MMn
Manning, Russ ..... RMi
Mantlo, Bill ..... BMa
Marcos, Pablo ..... PMa
Marden, William ..... WMr
Marder, Larry ..... LAm
Marimon, Bill ..... BMn
Mariotte, Jeff ..... JMi
Maroto, Esteban ..... EMa
Marrs, Lee ..... LMr
Martinbrough, Shawn ... SMa
Marz, Ron ..... RMz
Massengill, Nathan ..... NMa
Matsuda, Jeff ..... JMs
Matt, Joe ..... JMt
Maus, Bill ..... BMs
Mayerik, Val ..... VMa
Mayhew, Mike ..... MMa
Mays, Rick ..... RMy
Mazzucchelli, David ..... DMa
McAvennie, Mike ..... MMc
McCarthy, Brendon ..... BMr
McCloud, Scott ..... SMl
McCraw, Tom ..... TMw
McCrea, John ..... JMr
McDaniel, Scott ..... SMd
McDaniel, Walter ..... WMc
McDonnell, Luke ..... LMc
McDuffie, Dwayne ..... DMc
McEowan, Patrick ..... PMc
McFarlane, Todd ..... TMc
McGregor, Don ..... DMg
McGuinness, Ed ..... EMc
McKean, Dave ..... DMk
McKeever, Ted ..... TMk
McKenna, Mark ..... MCk
McKenzie, Roger ..... RMc
McKie, Angus ..... AMc
McKone, Mike ..... MMk
McLaughlin, Sean ..... SMc
McLaurin, Marc ..... MMl
McLeod, Bob ..... BMc
McMahon, Michael ..... MMh
McManus, Shawn ..... SMs
Medina, Angel ..... AMe
Medley, Linda ..... LMe
Mercadoocasio, Harvey ... HMc
Messner-Loebs, William ... WLo
Mhan, Pop ..... PMh
Michelinie, David ..... DMi
Mignola, Mike ..... MMi
Milgrom, Al ..... AMi
Millar, Mark ..... MMr
Miller, Frank ..... FMi
Miller, Mike S. ..... MMe
Miller, Steve ..... SMi

& WRITERS

Collins, Max ..... MCo
Collins, Mike ..... MCn
Collins, Nancy A. ..... NCo
Collins, Terry ..... TCo
Colon, Ernie ..... ECo
Conner, Amanda ..... ACo
Conte, Rob ..... RCo
Conway, Gerry ..... GCy
Cooper, Dave ..... DCp
Crilley, Mark ..... MCi
Cruz, Roger ..... RCr
Cullins, Paris ..... PCu
Daniel, Tony ..... TDa
Darrow, Geof ..... GDa
David, Peter ..... PDa
Davis, Alan ..... ADa
Davis, Dan ..... DDv
Davis, Malcolm ..... MDa
DeFalco, Tom ..... TDe
Delgado, Ricardo ..... RDe
DeMatteis, J.M. ..... JDm
Deodato, Jr., Mike ..... MDe
Deodato, Mike ..... MDd
DeVries, David ..... DDe
Dezago, Todd ..... TDg
DeZuniga, Tony ..... TDz
Dillon, Steve ..... SDn
Dini, Paul ..... PDi
Ditko, Steve ..... SDi
Dixon, Buzz ..... BDi
Dixon, Chuck ..... CDi
Dodson, Terry ..... TDo
Doran, Colleen ..... CDo
Dorkin, Evan ..... EDo
Dorman, Dave ..... DDo
Doucet, Julie ..... JDo
Dringenberg, Mike ..... MDr
Duffy, Jo ..... JDu
Dunn, Ben ..... BDn
Dwyer, Kieron ..... KDw
Eastman, Kevin ..... KEa
Eaton, Scot ..... SEa
Edginton, Ian ..... IEd
Egeland, Marty ..... MEg
Eisner, Will ..... WEi
Eldred, Tim ..... TEl
Ellis, Warren ..... WEl
Ellison, Harlan ..... HEl
Englehart, Steve ..... SEn
Ennis, Garth ..... GEn
Erskine, Gary ..... GEs
Erwin, Steve ..... SEr
Estes, John ..... JEs
Eury, Michael ..... MEu
Evanier, Mark ..... MEv
Everett, Bill ..... BEv
Ezquerra, Carlos ..... CEz
Fabry, Glenn ..... GFa
Farmer, Mark ..... MFa
Felche, Norman ..... NFe
Ferry, Pascual ..... PFe
Finch, David ..... DFn
Fingeroth, Danny ..... DFi
Fisher, Hart D. ..... HFi
Fleet, John Van ..... JFl
Fleisher, Michael ..... MFl
Fleming, Robert ..... RFl
Fox, Gardner ..... GFo
Fox, Greg ..... GFx
Gilbert, Michael T. ..... MGi
Gillis, Peter ..... PGi
Giordano, Dick ..... DGi
Glanzman, Sam ..... SGl
Golden, Michael ..... MGo
Goodwin, Archie ..... AGn
Gosier, Phil ..... PGs
Gossett, Christian ..... CGo
Grainger, Sam ..... SGn
Grant, Alan ..... AGr
Grant, Steven ..... SGr
Grau, Peter ..... PGr
Gray, Mick ..... MGy
Green, Randy ..... RGr
Grell, Mike ..... MGr
Grey ..... GRe
Grindberg, Tom ..... TGg
Gross, Daerick ..... DGr
Gross, Paul ..... PGo
Gruenwald, Mark ..... MGn
Grummett, Tom ..... TGr
Guay, Rebecca ..... RGu
Guice, Jackson ..... JGu
Guichet, Yvel ..... YGu
Guinan, Paul ..... PGn
Gulacy, Paul ..... PGu
Gustovich, Mike ..... MGu
Ha, Gene ..... GHa
Haley, Matt ..... MHy
Hall, Bob ..... BHl
Hama, Larry ..... LHa
Hamm, Sam ..... SHa
Hamner, Cully ..... CHa
Hampton, Bo ..... BHa
Hampton, Scott ..... SHm
Haney, Bob ..... BHy
Hannigan, Ed ..... EHa
Hansen, Marc ..... MAh
Hanson, Neil ..... NHa
Harras, Bob ..... BHa
Harris, Jack C. ..... JHa
Harris, Mike ..... MHa
Harris, N. Steven ..... NSh
Harris, Tony ..... THa
Harrison, Lou ..... LHr
Harrison, Mark ..... MHn
Hartnell, Andy ..... AHa
Hartsoe, Everette ..... EHr
Hawkins, Matt ..... MHw
Hayes, Drew ..... DHa
Heath, Russ ..... RHe
Heck, Don ..... DHe
Hedden, Rich ..... RHd
Heisler, Mike ..... MHs
Helfer, Andrew ..... AHe
Hempel, Marc ..... MHp
Henry, Flint ..... FHy
Hernandez, Gilbert ..... GHe
Hernandez, Jaime ..... JHr
Hernandez, Michael ..... MHe
Herrera, Ben ..... BHe
Hester, Philip ..... PHe
Hewlet, Jamie ..... JHe
Higgin, John ..... JHi
Higgins, Michael ..... MHi
Hitch, Bryan ..... BHi
Hitchcock, Laura ..... LHi
Hoberg, Rick ..... RHo
Holcomb, Art ..... AHo
Jensen, Jeff ..... JJe
Jimenez, Leonardo ..... LJi
Jimenez, Phil ..... PJi
Johnson, Dave ..... DJo
Johnson, Jeff ..... JJo
Johnson, Paul ..... PJe
Johnson, Rob ..... RJh
Johnson, Stewart ..... SJh
Jones, Bruce ..... BJo
Jones, Gerard ..... GJo
Jones, J.B. ..... JJn
Jones, Kelley ..... KJo
Jones, R.A. ..... RJo
Jones, Robert ..... RJn
Jurgens, Dan ..... DJu
Jusko, Joe ..... JJu
Justiniano, José ..... JJs
Kaluta, Michael Wm. ..... MKl
Kaminski, Len ..... LKa
Kane, Bob ..... BKa
Kane, Gil ..... GKa
Kanigher, Robert ..... RKa
Kaniuga, Trent ..... TKn
Kavanagh, Terry ..... TKa
Kayanan, Rafael ..... RKy
Kazaleh, Mike ..... MKz
Kelly, Joe ..... JKe
Kennedy, Cam ..... CKe
Keown, Dale ..... DKe
Kesel, Barbara ..... BKe
Kesel, Karl ..... KKe
Kieth, Sam ..... SKi
Kindlerski, Lovern ..... LKi
Kirby, Jack ..... JKi
Kitson, Barry ..... BKi
Klein, Todd ..... TKl
Kolins, Scott ..... SKi
Korday, Igor ..... IKo
Krause, Peter ..... PKr
Kristiansen, Teddy H. ..... TKr
Kubert, Adam ..... AKu
Kubert, Andy ..... AKb
Kubert, Joe ..... JKu
Kupperberg, Alan ..... AKp
Kupperberg, Paul ..... PKu
Kwitney, Alisa ..... AKw
LaBan, Terry ..... TLa
Labat, Yancey ..... YLa
Lackey, Mike ..... MLc
Laguna, Fabio ..... FLa
Laird, Peter ..... PLa
Lanning, Andy ..... ALa
Lansdale, Joe R. ..... JLa
Lapham, David ..... DLp
LaQuinta, Robert ..... RLa
Lark, Michael ..... MLr
LaRocque, Greg ..... GLa
Larroca, Sal ..... SLr
Larsen, Erik ..... ELa
Lash, Batton ..... BMa
Lashley, Ken ..... KLs
Lau, Kevin ..... KLu
Lawlis, Dan ..... KLa
Lawrence, Clifford ..... CLa
Lawrence, Mike D. ..... MLa
Layton, Bob ..... BLa
Lee, Pat ..... PAl
Lee, Paul ..... PAu
Leach, Rick ..... RLc

NAMEGAME

CREATOR FUN 'N' GAMES

In honor of Halloween, match the comic creator with his favorite scary supervillain!

1 Adam Kubert

2 Chuck Dixon

3 Jeph Loeb

4 Brian Michael Bendis

5 Stan Sakai

A Dr. Octopus

B Two-Face

C M.O.D.O.K.

D Super-Skrull

E Dr. Doom

Answers: 1. C, 2. E, 3. B, 4. D, 5. A

Photos by Paul Schultz

TOP 10 CREATORS

FAN FAVORITES

These are the creators the fans crave. Creators whose name on a cover sells the book. *Wizard*'s "Top Ten Creators" lists are derived from a nationwide survey. Artists include pencilers and painters.

WRITERS

1. Garth Ennis
Punisher, Rifle Brigade

2. Chris Claremont
X-Men, Uncanny X-Men

3. Jeph Loeb
Superman, Batman: Dark Victory

4. Brian Michael Bendis
Ultimate Spider-Man, Powers

5. Mark Millar
The Authority, Jenny Sparks

6. Alan Moore
America's Best Comics

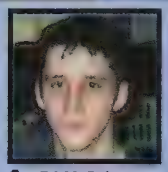
7. J. Michael Straczynski
Rising Stars, Midnight Nation

8. Mark Waid
JLA, Gatecrasher

9. Paul Jenkins
PP: Spider-Man, Witchblade

10. Chuck Dixon
Nightwing, Marvel Knights

ARTISTS



1. Ed McGuinness
Superman

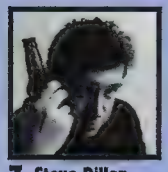
2. Leinil F. Yu
X-Men

3. Alex Ross
Universe X, upcoming: *Shazam*

4. George Pérez
Avengers, Crimson Plague

5. David Finch
Aphrodite IX

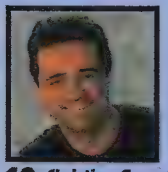
6. Frank Quitely
The Authority



7. Steve Dillon
Punisher

8. Adam Kubert
Uncanny X-Men

9. Kevin Lau
Vampi



10. Christian Gossett
The Red Star

Milligan, Peter .....PMi
Mireault, Bernie .....BMr
Mishkin, Dan .....DMs
Moder, Lee .....LMd
Moebius .....MOe
Moeller, Christopher ...CMa
Moench, Doug .....DMo
Moldoff, Shelly .....SMo
Monks, Joseph M. .....JMk
Mooney, Jim .....JMo
Moore, Alan .....AMo
Moore, John Francis ...JFm
Moore, Terry .....TMr
Morales, Rags .....RMa
Moretti, Mark .....MMo
Morrison, Grant .....GMo
Morrow, Gray .....GMr
Motter, Dean .....DMt
Mougin, Lou .....LMo
Moy, Jeffrey .....JMy
Murray, Doug .....DMu
Muth, Jon J .....JMu
Mychaels, Marat .....MMy
Nagai, Go .....GNa
Nagayasu, Takumi .....TNg
Naifeh, Ted .....TNa
Napolitano, Nick .....NNa
Napton, Bob .....BNa
Nasser, Mike .....MNa
Nauck, Todd .....TNu
Neary, Paul .....PNe
Nelson .....NEl
Nelson, Mark A. .....MNl
Netzer, Mike .....MNe
Newell, Mindy .....MNw
Newton, Don .....DNe
Nichols, Art .....ANi
Nicieza, Fabian .....FNi
Nieves, Rafael .....RNi
Nocenti, Ann .....ANo
Nolan, Graham .....GNo
Nord, Cary .....CNr
Novick, Irv .....INo
Novin, Phyllis .....PNo
Nowlan, Kevin .....KNo
Nutman, Philip .....PNu
O'Barr, James .....JOb
O'Connel, Brian .....BOc
O'Connor, Thomas .....TOc
O'Donnell, Peter .....POd
O'Neil, Dennis .....DOn
O'Neil, Kevin .....KOn
Olivetti, Ariel .....AOl
Olliffe, Pat .....POl
One, Dark .....DOe
Ordway, Jerry .....JOr
Orlando, Joe .....JOd
Oshii, Mamoru .....MOs
Ostrander, John .....JOs
Otomo, Katsuhiro .....KOt
Ozkan, Tayyar .....TOz
Pace, Richard .....RPc
Pacella, Mark .....MPc
Pacheco, Carlos .....CPa
Paley, Nina .....NPa
Palmiotti, Jimmy .....JPl
Palmiotti, Peter .....PPa
Pander, Arnold .....APn
Pander, Jacob .....JPn
Paniccia, Mark .....MPn
Parker, Rick .....RPk
Parkhouse, Steve .....SPa
Parobeck, Mike .....MPr
Pascos, James .....JPc
Patterson, Bruce .....BPa
Pearson, Jason .....JPs
Pekar, Harvey .....HPe
Pelletier, Paul .....PPe
Pendleton, Linda .....LPe
Pennington, Mark .....MPe
Pérez, George .....GPe
Perlin, Don .....DPe
Peterson, Brandon .....BPe
Peterson, Jonathan .....JPo
Petrucha, Stefan .....SPr
Peyer, Tom .....TPe
Phillips, Sean .....SPh
Phipps, Rob .....RPh
Pini, Richard .....RPi
Pini, Wendy .....WPi
Platt, Stephen .....SPl
Pleece, Warren .....WPl
Ploog, Mike .....MPl
Plunkett, Kilian .....KPl
Pollack, Rachel .....RPo
Pollard, Keith .....KPo
Pollina, Adam .....APo
Pope, Paul .....PPo
Porozich, Faye .....FPe
Porter, Howard .....HPo
Portacio, Whilce .....WPo
Post, Jarrod .....JPo
Potter, Doug .....DPo
Potts, Carl .....CPo
Powell, Bob .....BPo
Powell, Martin .....MPo
Premiani, Bruce .....BPr
Priest, Christopher .....CPr
Prosser, Jerry .....JPr
Puckett, Kelley .....KPu
Pugh, Steve .....SPu
Pulido, Brian .....BPu
Purcell, Gordon .....GPu
Pusko, Martin .....MPa
Queen, Randy .....RQu
Quesada, Joe .....JQu
Quitely, Frank .....FQu
Raab, Ben .....BRb
Ramos, Humberto .....HRa
Randall, Barbara .....BRa
Randall, Ron .....RRu
Raney, Tom .....TRa
Ranson, Arthur .....ARa
Raskin, Jordan .....JRa
Rawson, Dave .....DRa
Raynor, Richard Piers ...RPr
Reeves-Stevens, Judith ...JRv
Richardson, Mike .....MRi
Ricketts, Mark .....MRc
Ridgeway, John .....JRi
Rieber, John Ney .....JRe
Riley, John .....JRl
Rinaldi, Pino .....PRi
Robbins, Frank .....FRo
Robbins, Trina .....TRo
Roberts, Lon .....LRo
Robertson, Darick .....DRb
Robinson, James .....JRb
Rogers, Marshall .....MRo
Roman, Steve .....SRo
Romita, John .....JRo
Romita Jr., John .....JRj
Ross, Alex .....ARo
Ross, Dave .....DRo
Ross, John .....JRs
Ross, Luke .....LRs
Ross, Marshall .....MRs
Roth, Werner .....WRo
Royle, John .....JRy
Rozum, John .....JRz
Rubi, Melvin .....MRu
Rubinstein, Joe .....JRu
Greg Rucka .....GRu
Rude, Steve .....SRu
Russell, Craig P. .....PCr
Russell, Vince .....VRu
Ryan, Matt .....MRy
Ryan, Paul .....PRy
Ryder, Tom .....TRy
Sagara, Mike .....MSa
Sakai, Stan .....SSa
Sale, Tim .....TSa
Salick, Roger .....RSa
Saltares, Javier .....JSs
Sanderson, Peter .....PSa
Sant, Wayne Van .....WVa
Saviuk, Alex .....ASa
Schaffenberger, Kurt ...KSc
Schmitz, Mark .....MSm
Schrab, Rob .....RSc
Schultheiss, Matthias ...MSc
Schultz, Mark .....MSh
Scoffield, Sean .....SSc
Seagle, Steven T. .....SSe
Sears, Bart .....BSe
Semeiks, Val .....VSe
Severin, Marie .....MSe
Shanower, Eric .....ESh
Sharp, Liam .....LSh
Shaw, Sean .....SSh
Sherman, Jim .....JSr
Shirow, Masamune .....MSr
Shoemaker, Terry .....TSh
Shooter, Jim .....JSh
Sibal, Jonathan .....JSb
Siegel, Jerry .....JSg
Sienkiewicz, Bill .....BSi
Silvestri, Eric .....ESi
Silvestri, Marc .....MSi
Sim, Dave .....DSi
Simon, Joe .....JOi
Simonson, Louise .....LSi
Simonson, Walt .....WSi
Simpson, Don .....DSs
Simpson, Howard .....HSi
Simpson, William .....WSm
Sinnott, Joe .....JSi
Skeates, Steve .....SSk
Skroce, Steve .....SSr
Skrones, Mary .....MSs
Slampyak, Ted .....TSl
Slifer, Roger .....RSl
Slott, Dan .....DSl
Small Jr., Louis .....LSm
Smith, Andy .....ASm
Smith, Beau .....BSt
Smith, Jeff .....JSm
Smith, Paul .....PSm
Smith, Tod .....TSm
Snejbjerg, Peter .....PSn
Sniegoski, Tom .....TSg
Snyder III, John K. .....JSy
Sparling, Jack .....JSp
Spiegelman, Art .....ASp
Spiegle, Dan .....DSp
Springer, Frank .....FSp
Sprouse, Chris .....CSp
St. Pierre, Joe .....JPl
Starlin, Jim .....JSt
Statema, John .....JSa
Staton, Joe .....JSo
Steacy, Ken .....KSt
Stephenson, Eric .....ESp
Steranko, Jim .....JSe
Stern, Roger .....RSt
Stern, Steve .....SSt
Stevens, Alec .....ASt
Stevens, Dave .....DSt
Strnad, Jan .....JSd
Stone, Chic .....CSt
Stone, Peter .....PSt
Straczynski, J. Michael ...JSc
Stradley, Randy .....RSr
Strazewski, Len .....LSz
Stroman, Larry .....LSt
Sullivan, Lee .....LSu
Sutton, Tom .....TSu
Swan, Curt .....CSw
Takenaga, Francis .....FTa
Talbot, Bryan .....BTa
Tan, Billy .....BTn
Tanaka, Masashi .....MTk
Tanghal, Romeo .....RTa
Taylor, Mike .....MTa
Taylor, R.G. .....RTl
Templeton, Ty .....TTe
Tenney, Mark .....MTn
Tenney, Tom .....TTn
Texeira, Mark .....MTe
Thibert, Art .....ATh
Thibodeaux, Mike .....MTh
Thomas, Joel .....JTm
Thomas, Roy .....RTh
Thompson, Jill .....JTh
Tidwell, Terry .....TTi
Timm, Bruce .....BTi
Toth, Alex .....ATo
Trimpe, Herb .....HTr
Troug, Chas .....CTr
Truman, Timothy .....TTr
Tucci, Billy .....BTu
Turner, Dwayne .....DTu
Turner, Michael .....MTu
Tuska, George .....GTu
Tuttle, Todd .....TTu
Vachss, Andrew .....AVa
Vado, Dan .....DVa
Valentino, Jim .....JVa
Vance, Cindy .....CVa
Vance, James .....JVn
Vance, Steve .....SVa
VanHook, Kevin .....KVh
Veitch, Rick .....RVe
Veitch, Tom .....TVe
Velez Jr., Ivan .....IVe
Veliuto, Sal .....SVe
Verheiden, Mark .....MVe
Vess, Charles .....CVe
Vigil, Tim .....TVi
Villagran, Ricardo .....RVi
Vince, Nick .....NVi
Von Eeden, Trevor .....TEe
Vosburg, Mike .....MVo
Wagner, John .....JWa
Wagner, Matt .....MWa
Wagner, Ron .....RWa
Waid, Mark .....MWd
Waldron, Lamar .....LWa
Walton, Rob .....RWl
Waltrip, Jason .....JWp
Waltrip, John .....JWt
Warner, Chris .....CWa
Warren, Adam .....AWa
Watkiss, John .....JWk
Weaver, Michael .....MWv
Weeks, Lee .....LWk
Wein, Len .....LWe
Weinstein, Howard .....HWe
Weiss, Alan .....AWe
Wenzel, David .....DWe
Wheatley, Mark .....MWh
Whigham, Rod .....RWh
Wiacek, Bob .....BWi
Wieringo, Mike .....MWr
Wildman, Andrew .....AWm
Williams, Anthony .....AWl
Williams, Chris .....CWi
Williams, David .....DWl
Williams, Kent .....KWi
Williamson, Al .....AWi
Willingham, Bill .....BWl
Wilshire, Mary .....MWi
Windsor-Smith, Barry ...BSm
Witten, Brian .....BWt
Woch, Stan .....SWo
Wolf, Chance .....CWl
Wolfe, Joe .....JWf
Wolfman, Marv .....MWo
Wood, Ashley .....AWo
Wood, Teri S. .....TWo
Wood, Wally .....WWo
Worley, Kate .....KWr
Wormer, Kirk Van .....KWo
Wozniak, Chris .....CWo
Wright, Gregory .....GWr
Wrightson, Bernie .....BWr
Wyman, M.C. .....MWy
Yaep, Chap .....CYa
Yale, Kim .....KYa
Yeates, Tom .....TYe
Yeowell, Steve .....SVe
Yu, Leinil Francis .....LYu
Zarate, Oscar .....OZa
Zeck, Mike .....MZe
Zulli, Michael .....MZu

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SHOWS & CONS

PLACES TO GO! FREAKS TO SEE!

These listings are as accurate as we can get 'em, but *Wizard* always recommends phoning ahead before you attend an event—show information sometimes changes after we go to press. With that in mind, it's time for all you comic-hungry hordes to go conventioneering!

CALIFORNIA

EVERY WED. & EVERY SAT., CITY OF INDUSTRY

FRANK & SON COLLECTIBLE WAREHOUSE, 19649 E. San Jose Ave. Over 150 dealer tables @ $40 each, FREE admission, FREE parking, Wed: 4pm-9:30pm & Sat: 10am-5pm. This show will feature a wide selection of comics, toys, action figures, Beanie Babies, Hot Wheels, non-sports cards, Star Wars, Star Trek, and much more. For info & directions call Frankie @ 909-444-7955 or 909-444-7956. Visit our website @ www.fs-collectibles.com.

OCTOBER 15, LOS ANGELES

LOS ANGELES COMIC BOOK & SCIENCE FICTION CONVENTION, Shrine Auditorium Expo Center, 700 West 32nd St. $5 admission, 10am-5pm. THE LARGEST AND LONGEST RUNNING MONTHLY CONVENTION ON THE WEST COAST! Special guests featured every month! A dealers room full of golden and silver age and new comic books, toys, action figures, movie memorabilia, Star Wars and Star Trek, toys, non-sports and sports trading cards, Beanie Babies, Pokemon Collectibles, Japanese animation merchandise and Hong Kong movie videos. For more information contact Bruce Schwartz, 2319-A West Olive Ave. Burbank, CA 91506 or call 818-954-8432 or check Website at www.comicbookscifi.com.

NOVEMBER 19, SANTA CLARA

SUPER-CON COMIC SHOW, 10am-4pm, $5 admission, Free Parking. 5001 Great America Parkway, next to the Great America Amusement Park. Meet Simpsons/Futurama Artist; Bill Morrison, and more comic guests (Check our Website for guest updates). Over 75 dealer tables, 1000s of Golden Age, Silver and New Comics, Original Art, Toys, and more. Hourly door prizes and give-a-ways. For info call (916)485-1887 or go to www.super-con.com.

CONNECTICUT

OCTOBER 1 & NOVEMBER 5, ENFIELD

COLLECTORFEST 2000, Asnuntuck College, 170 Elm St., Enfield (exit 48 off I-91 then 1 mile east) 100 tables. Comics from golden age to present, original art, sci-fi, hardcovers, .50 cent bins, sport and non-sport cards and much more. October 1st show meet WWF diva Tori from 11am-1pm ($15 Autograph fee), comic guests and November guests TBD. For updates log onto Allstarpromotions.8m.com or call 860-741-2522, email asp8m@cs.com

ILLINOIS

OCTOBER 8,21,29, ORLAND PARK

COMICS AND MORE SHOW, Civic Center (one block west of LaGrange Rd. at 147th St.) 6ft tables @ $30 each, 2 tables @ $55, $1 admission, setup: 7:30am-9am, open: 9am-3pm. Comics, toys, non-sport and sports cards, Hot Wheels, Beanie Babies, action figures, memorabilia, die-cast, game cards, Magic tournament (Saturdays), sanctioned Star Wars tournament (Sundays). Contact: John Leary @ 708-423-1758.

MAINE

OCTOBER 29, PORTLAND

MAINE COMIC BOOK AND TOY SPECTACULAR, presented by Monkeyhouse Entertainment in cooperation with Casablanca Comics, Verrillo's Convention Center, 155 Riverside St., (Exit 8 Maine Turnpike). $2.50 Admission, (Children Under 10 Free), 10am-4pm. Don't miss Northern New England's largest comic book and toy show plus Pokemon, non-sports cards, video, CDs, Manga, Anime, original artwork, Star Wars, Star Trek, action figures and Magic: The Gathering. Special Guests: TBA. Top Dealers include: Casablanca Comics, Monkeyhouse, Jim Payette, Superworld, Stand-Up Comics, Card and Comic Co., Signed Edition, DJ's Comics, Harry Martin, Temptations Comics Orchard, Dan Dibiasio, Mark Bezanson. $200 In "Show Money" raffled! Contact Monkeyhouse Entertainment @ 603-334-6800 or Primatepro @aol.com. When in the Portsmouth, N.H. area visit Monkeyhouse Entertainment, 801 Islington St.

MARYLAND

OCTOBER 22, WHITE MARSH

COMIC BOOK AND NON-SPORTS CARDS SHOW, presented by Clandestine Comics. Hilton-White Marsh, 5015 Campbell Blvd. (exit 67B off I95 toward the mall). 35 tables @ $55 each, $2.50 admission, children under 7 are FREE, anyone in costume will be admitted FREE, 11am-4pm. Meet our special guest "Batman", get an autograph or your picture taken with the Caped Crusader. Dealers from around the region will be selling, trading, buying golden age to the present comics, CCG cards, MT:G, Pokemon, Japanese animation, original art and much more. For dealer information call Fred Edeson @ 410-783-1157 or e-mail @ clandestinecomic@hotmail.com

OCTOBER 29, BALTIMORE

BALTIMORE COMICON, Towson Sheraton (from 695 exit 27 Dulaney Valley Road turn left at Southerly Road (second street) Make the second right into the hotel entrance.) Plenty of convenient covered parking. Dealers—easy loading and unloading! Guests included GEORGE PEREZ, MARK WAID, MURPHY ANDERSON STEVE CONLEY, MARTY BAUMANN, DINA SIMMONS, Realm Press, The Comic Book Legal Defense Fund, Diamond Comics, Insight Studios and more! 10 a.m. to 4 p.m. Call Marc at (410) 526-7410 for more information!

NOVEMBER 12, LAUREL

COMIC BOOK AND NON-SPORTS CARD SHOW presented by Clandestine Comics, end of year BLOWOUT SHOW, Best Western-Laurel (exit 33B off I95) 15101 Switzer Lane. 30 tables @ $55 each, $2.50 admission, children under 7 are FREE, 11am-4pm. Meet dealers who will be selling, trading, buying comics from the golden age, silver age, bronze age and the present, CCG cards, Japanese Anime, original art, Pokemon, and much more. Look for a special guest to be added. For dealer information call Fred Edeson at 410-783-1157 or e-mail at clandestinecomic@hotmail.com

MASSACHUSETTS

OCTOBER 22, BOSTON

BOSTON COMIC BOOK AND TOY SPECTACULAR, Radisson Hotel, 200 Stuart St., $5 admission ($1 off with this ad), Children 10 and under are FREE, 10am-4pm, early preview 9am, $10. Don't miss New England's largest comic book and toy show plus Magic: The Gathering, non-sports cards, Manga, Anime, original artwork, Star Wars, Star Trek, action figures, Pokemon, and video. Special Guests: Mark Waid, writer "The Flash" & 'JLA'; Paul Pelletier, penciler "The Flash" and more guests TBA. Top Dealers include: Web_Head Enterprises, Jim Payette, Monkeyhouse Entertainment, Superworld Stand-Up comics, Card And Comic Co., Signed Edition, Jim Denko, Lilly Mae, DJ's Comics, Sarge's Comics, Conrad Eschenberg, Comically Speaking, Odyssey Comics, Mon Ayash, Clubhouse Comics, Rubber Chicken, and Paper Heroes. $100 In "Show Money" raffled Hourly!! Contact Mon-

keyhouse Entertainment @ 603-334-6800, E-mail primatepro@aol.com. When in the Portsmouth, N.H. Area Visit Monkeyhouse Entertainment, 801 Islington St.

MICHIGAN

NOVEMBER 12,
LIVONIA

X-TRAVA-CON COMIC BOOK, NON-SPORTS CARD AND TOY SHOW, Knights of Columbus Hall, 19801 Farmington Rd. 55 tables @ $40 each in advance, $45 at show, $2 admission, children under six are FREE, 10am-4pm. Four door prizes. We feature comics, non-sports cards, collectible toys, action figures, card games, Beanie Babies, Anime, Pokemon plus much more. For more information contact Motor City Conventions @ 248-426-8059 or visit our Website @ motorcityconventions.com.

NEW JERSEY

OCTOBER 8,
CLIFTON

CLIFTON COMIC BOOK EXPO, Community Recreation Center, 1232 Main Ave.(Rt. 46 to Piaget Ave. to Main. From NYC the bus stops at the door). 30, 6ft tables @ $45 each, FREE admission! Northern NJ's longest running show! Comics from GA to present! No minimum bid auction @ 11:30. Trivia contest at 1:30 for over $100 in comics! Great dealers! Great deals! Past guests have included major writers and artists. Call JP @ 973-783-0608 for updates or email: pugprdctns @aol.com.

OCTOBER 22,
WAYNE

WAYNE COMIC BOOK EXPO, Wayne Holiday Inn, Rt. 46 Service Rd. (Off Rt. 23 South near Willowbrook Mall). 30, 8ft tables @ $60 each, $2 admission (kids under six and 2nd parent FREE!), Easy, FREE parking. PUG BUCKS given out throughout the day as door prizes! Comics from GA to present at great prices! The East Coast's best and friendliest dealers without the NYC hassle! Two no minimum bid auctions! For updates call JP @ 973-783-0608 or email: pugprdctns@aol.com.

OCTOBER 29 &
DECEMBER 17,
BORDENTOWN

New Jersey fans & collectors, here it is! Centrally located at the Bordentown Armory on Rt. 206, just 1/2-mile north of NJ Turnpike exit 7. 8ft tables @ $45 each, $2 admission, 9:30am-3:30pm. This monthly show features a nice selection of comics: Modern, Silver, Gold. Plus Pokemon, Beanies, non-sports and sports cards & more. Free comics, hourly door prizes, guest artists including Archie's Fernando Ruiz, FREE parking. What else ya need? For info 609-448-7585.

NOVEMBER 18-19,
PENNSAUKEN

INTERNATIONAL COLLECTIBLES MEGA SHOW, South Jersey Expocenter, 2323 Route 73. At the door - $12 adult admission per day and children under 12 $6. Discount Advanced tickets available by mail. Dealer tables are available. The Largest Show Of Its Kind Featuring up to 400 tables of Comics, Toys, Rock & Roll and TV Movie Memorbilia,Saturday 10am-7pm and Sunday 10am-5pm. Guests Include: Walter Koening-Chekov of TV's Star Trek and Babalon Five. TV's Incredible Hulk - Lou Ferrigno, From the Sopranos Vincent Pastore "Big Pussy", Jerry Only and the Misfits, Comic Artists: Dick Ayers (Marvel) Brian Buniak (Mad), Vamirella Artists Ray Lago, Louis Small Jr, Rudy Webres, Joe DelBeatom Marvel DC. More Artists to be added. Wrestlers are: Nicole Bass, Jasmine St. Clair, Kimona and Blue Meanie. Models from Playboy and Penthouse. More Great Guests to be announced!! For more information please call (201) 261-4982 or (201) 261-8803 or visit our website at WWW.KSPROMOTIONS.COM

NEW YORK

OCTOBER 8 &
DECEMBER 10,
FREEPORT, LONG ISLAND

LONG ISLAND COMIC BOOK & COLLECTOR'S MARKET CONVENTION, (Formally located at the Rockville Center Holiday Inn). NEW LARGER LOCATION: Freeport Recreation Center, 130 East Merrick Rd. FREE admission, 10am-5pm. 50 dealers selling Gold, Silver and new comics, non-sport cards, Japanimation, t-shirts, posters, toys (old & new), movie & TV items, and other collectable merchandise. Long Island's longest running show. Don't miss this great show. Dealer inquiries welcome. For info call Cosmic Comics @ 516-763-1133.

OCTOBER 11, 25, 29,
NOVEMBER 8,12,26,29,
BROOKLYN

COMIC BOOK & SPORTS CARD SHOW, Temple Hillel of Flatlands, 2164 Ralph Ave. (Ave. L) 40 dealer tables, FREE admission, FREE Parking, SUNDAY 9am-4pm, WEDNEDAY NIGHT 5:30pm-10pm. Comic Books, Sports Card, Non Sports, Toys, Action Figures & much more . For Dealer Table Information & directions, call 718-368-4096 or 718-449-2375 or email at CCCPROMOTIONS @aol.com

NOVEMBER 10-12

The 2nd NATIONAL COMIC BOOK, ART, TOY, SCI-FI & ANIME EXPO NY's greatest comic book convention! The Metropolitan Pavillion - 125 W. 18th St., NYC (btwn. 6th & 7th Ave.) Buying, selling & trading Gold, Silver & Modern age comics, Toys, Action figures, non-sports cards, comic art, movie posters, Videos, anime, TV & movie memorobilia and more. Celebrity guest: JAMES DOOHAN of the original STAR TREK. Special guest artist: Carmine Infantino. Plus, Erik Larsen, Russ Heath, Apollo Smile, Jim Shooter, Dan DeCarlo, George Tuska, Evan Dorkin, Sarah Dyer and many more T.B.A. A Celebrity Appearance Event! For info call or visit our website, 718-326-2713 or www.ba2knet.

NORTH CAROLINA

NOVEMBER 18-19,
GREENSBORO

THE 16th TRIAD TOY, DOLL & SPORTSCARD EXPO, The Greensboro Coliseum Complex, $6 admission for adults, $2 admission for chilren ages 6-12, children 5 and under are FREE, 10am-5pm (Saturday) and 10am-4pm (Sunday). The largest show of its kind in the country! 700+ tables and 80,000+ square feet of merchandise! Barbies, GI Joes, comics, Pokemon, Beanie Babies and thousands of vintage collectibles. For more information call 941-360-6666.

OHIO

NOVEMBER 25-26,
COLUMBUS

MID-OHIO-CON, Hilton Columbus Hotel, Easton Town Center. Saturday 10am-6pm, Sunday 10am-5pm. Comics, SF, CCG, videos, Anime & toys. CELEBRITY GUESTS INCLUDE: Yvonne Craig (TV's Batgirl) & Jon Provost (Lassie's "Timmy"). COMIC GUEST: Sergio Aragones, Brian Bendis, John Byrne, Scott Lobdell, Angel Medina, Stan Sakai, Jeff Smith, Mark Waid & many more! EXHIBITORS: CBLDF, Diamond Comics Dist., Top Cow and others! Panels & programs. Updates, advance ticket sales and show info at www.midohiocon.com. For discount hotel reservations call 1-800-HILTONS. Discount airfare through US AIRWAYS. Call 877-874-7687 and mention Gold File # 32131380. Contact: R.A.P. Promotions 419-526-1427, weekdays, 9am-5pm EDT, e-mail MidOhioCon @wfcomics.

PENNSYLVANIA

OCTOBER 15,
PHILADELPHIA

PHILADELPHIA COMIC-CON, Holiday Inn, 10th St. & Packer Ave., exit 46 off I-76 or exit 15 off I-95 (follow signs to Packer). From NJ, take Walt Whitman Bridge to second exit after toll plaza (exit 46). 48 tables are 1/$65 or 2/$120, 10am-4 pm. Philadelphia's longest running all-comic show is also the best value as you get in for only $3 ($2 when

you mention WIZARD), plus free parking! Besides comics from the 1940's to this week, our dealers (from 6 states) also will be selling, buying and trading non-sports cards, Japanimation videos, Pokemon and other related collectibles. Great giveaways every hour including $100 in show cash given away throughout the day good for any merchandise at the show! Special guests to be announced so visit your local comic shop for a flyer or call our hotline the weekend of the show for the latest update. Contact Derek Woywood of Collectors Comics at 856-782-0817.

OCTOBER 15,
WILLIAMSPORT

WILLIAMSPORT COMIC BOOK SHOW & GAMING TOURNAMENTS 2000, Genetti Hotel, off Rt 220/180, 200 West 4th St. 8ft dealer tables @ $45 each. MAGIC Tournament, Pokemon CCG Tournament, Star Wars CCG tournament & demo, L5R CCG tournament & demo, and D&D demonstration. Fees for tournaments $5 each. Sunday 11am-5pm. 1,000s of Golden, Silver and Modern comics, posters and much more! Hourly DOOR PRIZES. Special guest: Beau Schemery, artist & writer of Satans's Bake Sale, more to be announced. For more information call Joseph Figured of JODIA PROMOTIONS @ 570-494-1551.

NOVEMBER 5,
PITTSBURGH

THREE RIVERS COMIC BOOK & SCI-FI CONVENTION-Pittsburgh, North Sheraton Inn, 910 Sheraton Dr., I-79 @ exit 25 & PA turnpike at exit 3. 8ft. dealer tables @ $55 each, $2 admission, children 6 and under are FREE, 10am-4pm. Videos, action figures, non-sport cards, 1,000's of golden, silver & modern age comics. Hourly door prizes, FREE comic to first 25 customers. For more information contact: Jeff Harper Productions @ 330-499-6056 or email: Jeffharpro@aol.com.

NOVEMBER 18-19,
PENNSAUKEN

INTERNATIONAL COLLECTIBLES MEGA SHOW, South Jersey Expocenter, 2323 Route 73. At the door - $12 adult admission per day and children under 12 $6. Discount Advanced tickets available by mail. Dealer tables are available. The Largest Show Of Its Kind Featuring up to 400 tables of Comics, Toys, Rock & Roll and TV Movie Memorbilia,Saturday 10am-7pm and Sunday 10am-5pm. Guests Include: Walter Koening-Chekov of TV's Star Trek and Babalon Five. TV's Incredible Hulk - Lou Ferrigno, From the Sopranos Vincent Pastore "Big Pussy", Jerry Only and the Misfits, Comic Artists: Dick Ayers (Marvel) Brian Buniak (Mad), Vamirella Artists Ray Lago, Louis Small Jr, Rudy Webres, Joe DelBeatom Marvel DC. More Artists to be added. Wrestlers are: Nicole Bass, Jasmine St. Clair, Kimona and Blue Meanie. Models from Playboy and Penthouse. More Great Guests to be announced!! For more information please call (201) 261-4982 or (201) 261-8803 or visit our website at WWW.KSPROMOTIONS.COM

TEXAS

NOVEMBER 24-26,
DALLAS

UNCOMMONCON, a cultural event featuring comic books, role-playing games, science-fiction & fantasy literature & art, Anime & Manga, and all related hobbies & art forms. Hyatt-Regency Hotel, Dallas/Fort Worth International Airport. Weekend Pass: $35.00, $25.00 Advance, Day: $15.00. Booths: $150.00. Panels and Seminars of all types for all interests; two 24 hour gaming rooms; two 24 hour video rooms; Dances and Live Music Concerts; Charity Celebrity Banquet & Awards Ceremony benefiting The Comic Book Legal Defense Fund; Costume Contest; Art Show and Auction; Exhibit Hall Scavenger Hunt; Xeric Recipient Art Showcase; Charity Auction; Mascot Contest; Reading Room; Gaming Demos; Business Seminars; Countless Contests; Party Rooms; Trivia Contest AND MUCH MORE! Aaron Allston, Greg Beettam, Melissa Benson, Bill Blair, Eddie Campbell, Jason Carter, Michael Cohen, R Cat Conrad, JB Corn, Bruce Costa, Lisa DuMond, P.N. "Pat" Elrod, Jackie Estrada, Lou Ferrigno, Mark Finn, Brad Foster, Stephen Geigen-Miller, Jimmy Gownley, Jim Halperin, Hanther, Drew Hayes, Jason Henderson, Batton Lash, Roxanne Longstreet, Lee Martindale, Michael Moorcock, Jamie Murray, Mike Avon Oeming, John Ostrander, Sandy Petersen, Ted Raimi, Sharon Reddy, Paul Riddell, James Robinson, Bryan Talbot, Carl Talliaferro, Patricia Tallman, Robert Trebor, Brian K. Vaughan, Mel White, Jeffrey Willerth, Bill Willingham, adding more all the time!www.uncommoncon.com,info@uncommoncon.com, James Echols 214-497-9984.

VIRGINIA

NOVEMBER 5,
MCLEAN/VIENNA
(WASHINGTON D.C. AREA)

CAPITAL ASSOCIATES MONTHLY COMIC, TOY & CCG SHOW, NEW location: Tysons Corner Holiday Inn, 1960 Chain Bridge Rd. Directions: Take exit 11 South (Route 123) off I-495, 1/4 mile, hotel is on right. For further directions call @ 703-893-2100. 80 vendor tables: 1st table @ $85, 2nd table @ $80, 3rd+ @ $75, $2 admission, children under 5 FREE, FREE parking, 10am-4pm. Buy, Sell, Trade: Gold, Silver & new comics, independents, Anime, CCG, toys, POKEMON, Star Wars, Buffy, posters, t-shirts, original artwork, non-sports cards, etc. Guests: Call. Jeff Rocen @703-912-1993, http://members.aol.com / comicshow & comicshow@aol.com.

WEST VIRGINIA

OCTOBER 29,
PARKERSBURG

PARKERSBURG-MARIETTA COMIC BOOK & SCI-FI CONVENTION, Holiday Inn-Parkersburg, I-77 @ exit 176 (Rt 50). 6ft dealer tables @ $45 each or 3 for $110, $2 admission, children 6 and under are FREE, 10am-4pm. Videos, action figures, non-sport cards & sci-fi books, 1,000's of golden, silver & modern age comics. Hourly door prizes, FREE comic to first 25 customers. For more information contact: Jeff Harper Productions @ 330-499-6056 or email: Jeffharpro@aol.com.

PLACESTOGO

You're used to seeing Shows and Conventions listed here, but now WIZARD will provide you with other locations where you can find comic related items. WIZARD recommends phoning ahead before you seek out any of these locations–because sometimes stuff happens before we go to press. And so my friends, we bid you all adios and happy huntin'!!!

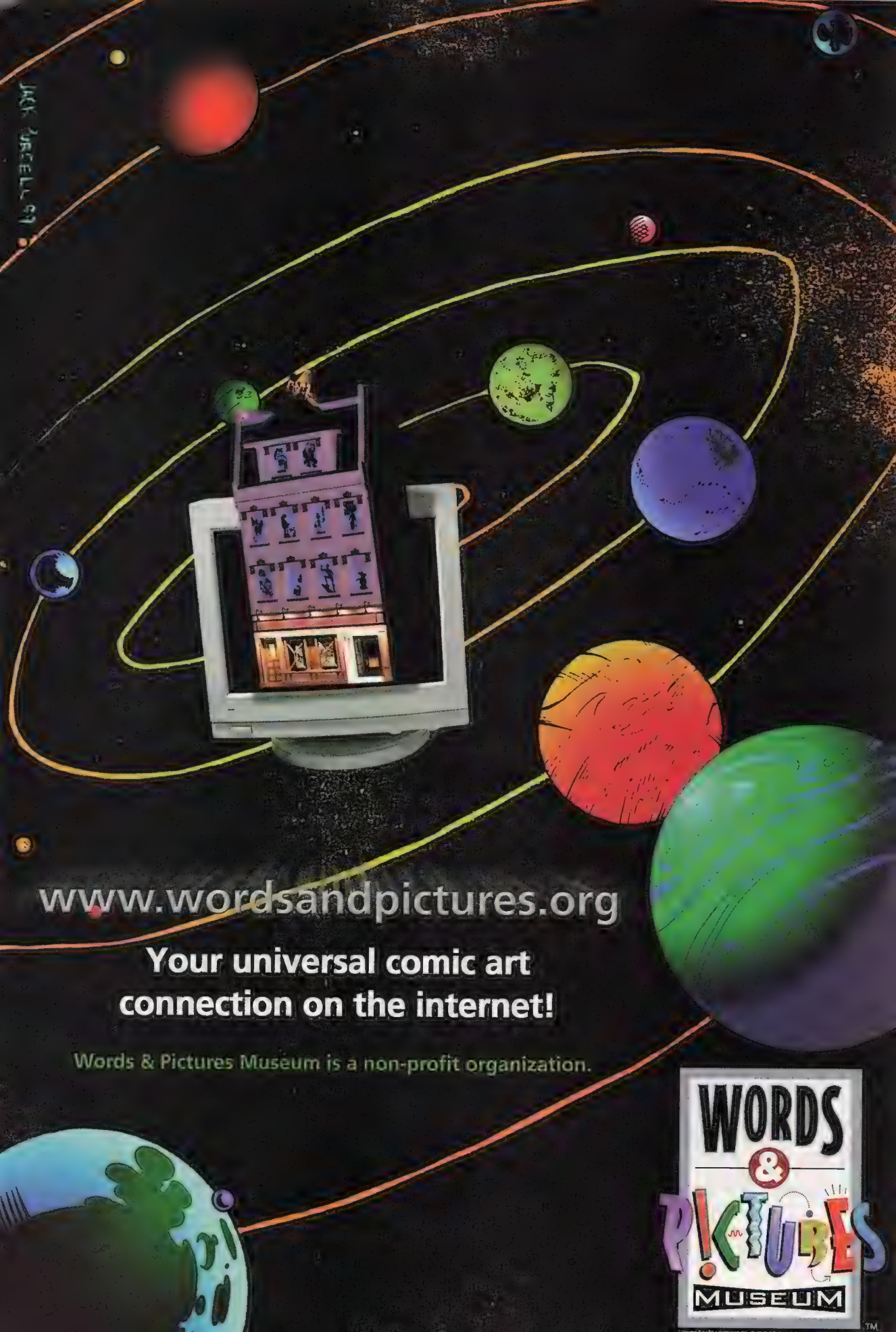
NORTH CAROLINA

COMING IN
NOVEMBER 2000,
GREENSBORO

THE COLLECTION CON-NECTION, 2934B Randleman Rd. Dates to be announced in next WIZARD. Gigantic store sale. Comics at incredibly low prices. Dragonball Z videos, figures and models, along with action figures, toys and the like all on sale. Guest artist Randy Green (formerly of Witchblade and his new work The Dolls) with other local comic book talent to be announced. Please check next months Wizard for exact details. For info call 1-800-251-9736.

ATTENTION!

If you'd like to use WIZARD's magic to help advertise your comic book event or retail location, call Karen Evora at (914) 268-3907 or e-mail at fullpage1@wizardworld.com before the 10th of each month. Remember we do not list comic book pricing or 900#.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miscellaneous

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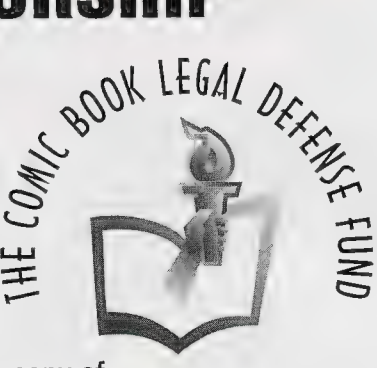

C.B.I.Q.

COMIC BOOK INTELLIGENCE QUOTIENT

YOU THINK YOU'RE SO SMART...

It's that time of the year gals and ghouls—Halloween! The holiday when witches, ghosts and demons break through the veil of the spirit world to eat kitten-brains and cause massive pants wetting! In honor of that dark and mysterious day, we've whipped up a special monster-related C.B.I.Q., dedicated to exorcising all your comic demons. Rate your smarts against our scares—the better your score, the more terrifying the menace!

SCORE	RANK
0	*Being one of those soccer players who crashed in the mountains and had to eat their dead to survive...and getting a piece with a pimple on it!*
1-4	*Slurping down a fast-food soda and getting a mouthful of stringy loogie courtesy the disgruntled fry-cook!*
5-8	*Chewing that scrumptious piece of pork and having something squirt in your mouth!*
9	*Chomping down on a fried chicken sandwich and biting into a pus-filled poultry-tumor!*

1 During his apparent death, Wonder Man was once resurrected as a zombie to fight the Avengers. Which "terrifying" master of voodoo granted Wondy temporary life?
- a) Houngan
- b) Brother Voodoo
- c) Black Talon
- d) Dr. Nick Riviera

2 As a curse for double-crossing Mephisto, Johnny Blaze had to share his body with which demon, forcing him to become the Ghost Rider?
- a) Kierrok
- b) Dormammu
- c) Zarathos
- d) Bill Gates (Of course he's a demon! Like Windows always ships f--ked up on "accident"?)

3 The Man-Thing possesses empathic abilities, allowing him to know what other people feel. What's the tagline for this muck encrusted monster?
- a) "The thing that thought it was a man!"
- b) "Whatever knows fear burns at the Man-Thing's touch!"
- c) "This, then, is the tragedy: to begin as man and end as monster!"
- d) "It came from Alan Moore's beard!"

4 During their fight with Dracula in *Uncanny X-Men* #159, which heathenistic X-Man couldn't stop the Vampire Lord 'cuz they had no religious beliefs?
- a) Wolverine
- b) Nightcrawler
- c) Kitty Pryde
- d) Rom, Space Knight and soulless automaton that is an hollow abomination in the face of God

5 In the midst of some last minute shopping, Buffy the Vampire Slayer fought off a bloodsucker using what foodstuff?
- a) A frozen turkey
- b) A loaf or garlic bread
- c) Holy bottled water
- d) Nutter Butter Bites. Dude, you ever try these? They're delicious! Not even the undead could resist their crunchy peanuttery appeal!

6 It's not hard to honk off the Mighty Thor, but Dracula did a good job of crapping in his cornflakes when he enthralled which of the Thunder God's lady friends?
- a) Jane Foster
- b) Lady Sif
- c) The Enchantress
- d) A cross-dressing Balder (He's a woman on the *inside*.)

7 The original Creature Commandos were a group of people granted monster-like abilities to make them super-soldiers. Which menace was this monster army created to fight?
- a) The Axis powers
- b) Iraqi terrorists
- c) Interdimensional invaders
- d) Jehovah's Witnesses

8 Which DC character was once transformed into a bloodsucking vampire for an Elseworlds trilogy?
- a) Superman
- b) Green Lantern
- c) Batman
- d) Snapper Carr (which would be duplication of services since he sucks in the regular DCU, too)

9 Jim Corrigan became the spirit of vengeance known as the Spectre after being murdered by a mob boss. In what gruesome fashion was Corrigan dispatched?
- a) Thrown into a meat grinder
- b) Dumped in a cement-filled barrel and tossed in a river
- c) Ripped in half by two tractor trailers
- d) Death by stool-softener

ANSWERS

Candy-asses can peek on page 198 if this is too tough...

ONE LAME-ASS CH

MORTOFTHEMONTH

GUESS THE NAME AND ORIGIN OF THIS MONTH'S LOSER

A) Using his knowledge of engineering, Val Kaliban became an expert escape artist who used his skills and supposed supernatural powers to break prisoners out of jail for a price as **THE SPOOK!**

B) Fed up with being a nameless cipher, John Smith sold his soul to the devil to gain superpowers, which he did at a terrible price–Smith was cursed to be forever known as **THE FACELESS ONE!**

C) Double-crossed and left for dead by his crew, criminal Mark Shade renounced his evil ways and was granted spectral powers by an ancient magician for a chance to redeem himself as the ghostly avenger, **SHADE!**

D) Bullied his entire life, mousy Dr. Steven Van Zandt gained the ability to induce fear in those around him when a special chemical spilled on him, allowing him to gain revenge on his tormentors as the criminal **HORROR SHOW!**

MORTOMETER

Answer on page 198

DIARY OF A MADMAN

I am Doctor Doom.

Well, okay, maybe only three days out of the year, but I'll take what I can get. I'm Pat McCallum, VP/Editor-in-Chief of Wizard Entertainment and there's one part of my job that makes all the BS-business stuff worthwhile: the fans. So at Wizard World, our yearly comic convention in Chicago, I suit up in Wizard's Dr. Doom & Galactus costumes to wander the floor to try to make the Con as memorable and crazy as I can. What happens inside the suit though, is usually a lot weirder...

FRIDAY Exhausted and dripping sweat after wearing the suits for nearly two hours, Editorial Director Matt Senreich hits me in a panic: An emergency replacement is needed at the Wizard Fan Awards. Can I (re: Doom) announce "Best Villain"? I agree and head over to the ceremonies where Doom gets a huge ovation. I improv a few jokes, announce Sabretooth as the winner and all 6-foot-10, near-300 pounds of Tyler Mane (who played Tooth in the movie) accepts. I slowly back away as he approaches and he takes my cue, chasing me from the stage.

I finally get my chance to get out of this sweltering costume backstage and–with my Doom pants half off–spot Tyler heading my way. As I try and regain some sort of dignity (as much as you can in silver tights), he stops, looks me up and down and extends his hand. "Thanks man. That was a funny bit out there," he says, shaking my hand. Much better than the powerbomb I was expecting.

MEN AT WORK Doom and Galactus (inset): Who needs a shower worse?

SATURDAY Suit up for "Who Wants to be a Comicaire?", the parody game show where I'll be a lifeline. I pass the wrestler Chyna and she gives me a "What the...?" look. I woulda guessed she's used to seeing stuff like this in the WWF.

I make it to the game show, insult some fans and stick around to sign autographs and pose for pictures. Exhausted, dizzy from the heat and hunger and desperately needing a shower, I make it to the Wizard booth and change. A drippy mess, I pass DC's Patty Jeres who asks me what's wrong. I explain how I've been in the Doom suit for three hours and how I feel loopy. Her words of comfort are the same I've been hearing since age six: "You're weird."

SUNDAY Both suits are smelling ripe, but a few blasts of Febreeze masks the funk. I wander out as Galactus and a fan bumps into me, spilling water on my arm. "Dude...that ain't water!" he laughs before running into the crowd and adding, "It's vodka!" I think he was 16.

I head back to the Wizard booth to clean off but I'm intercepted by artist Amanda Conner. She wants a photo of Galactus kissing Mark Waid, so I sneak up behind him, get my tongue dangerously close to his ear and she snaps the photo. He doesn't even offer to buy me dinner.

I head back towards the Wizard booth to change when I feel a tug on my leg. I look down and there's this incredibly tiny kid–no older than four–staring up at me with eyes so wide it looks like J. Scott Campbell drew 'em. I drop down on one knee and say "What is your name, child of Earth?" and, with the smallest voice ever, he replies, "John. And I like you on TV." I put my hand on his shoulder, lean in and say, "Know this, John of Earth: Galactus likes you, too." And with that he busts out in the giggles, runs over to his laughing mom, hugs her leg and tells her that "Power Ranger likes me!" I wave, reminded just why exactly I'm wearing this ridiculous purple outfit and decide to stick in the suit just a while longer.

I again spend too long in the suits and wind up missing my chance to shower before the flight home. While I think I made the show more memorable for fans (it was definitely one of my more memorable trips), there was one person who wasn't so happy: the guy next to me on the plane ride home.

TOP 10

Top 10 Extras on the "X-Men: The Movie" DVD

10. Angel flies into Westchester; shot by hunters. Eaten.
9. Outtakes of stoned actress who played Kitty Pryde really trying to walk through walls.
8. Fight scene utilizing Toad's...uh, second prehensile appendage.
7. Gooey substance that sabotages Cerebro revealed to be rich, chocolatey Ovaltine!
6. Federal authorities cleaning the giant hamsters out of Magneto's soon-to-be prison.
5. Nightcrawler eats chicken bones out of a dumpster and hisses at children.
4. Patrick Stewart's blooper reel of spit-takes.
3. Stan Lee stares open-mouthed as Senator Kelly emerges from the ocean when *PLOP!*, his dentures fall into the boiling hot dog water, puts 'em back in to the sound of sizzling flesh and runs screaming across the beach (eight takes).
2. Surveillance camera footage of Anna Paquin quietly sobbing in her trailer because she's "the ugly one."
1. Dom DeLuise won't stop giggling during a take, slapped by Burt Reynolds. Halle Berry, Rebecca Romijn-Stamos and Famke Janssen later slapped "just because."

C.B.I.Q. answers...

1.C 2.C 3.B 4.A 5.A 6.B 7.A 8.C 9.B

MORT: A The Spook, who first appeared in *Detective Comics* #434.

A SNEAK PEEK

COMING RIGHT UP

STAN THE SUPER-MAN!

How exactly did Stan Lee, co-creator of some of Marvel's most memorable characters, hook up with DC to recreate Superman, Batman and company? Find out here, as WIZARD gets the dirt on the deal of the century!

NEXT MONTH IN WIZARD #111

HOLIDAY SURVIVAL GUIDE!

How do you shop for the comic book fan? Or the non-fan? Or the wanna-be fan? Or anyone, for that matter? Check out our Holiday Gift Guide so you can safely navigate the treacherous holiday waters.

IMPROVE YOUR IMAGE

Suddenly, with hot titles like *Powers*, *The Red Star* and *Violent Messiahs*, Image Central's gaining some serious momentum. Take a look at some of the books making Image look great once again.

BRING BACK THE '80S!

Remember when you were a kid, and properties like Thundercats, G.I. Joe and Transformers were all the rage? Well, it's time to bring your favorite properties from the 1980s back to comics, and WIZARD picks the creative teams we'd like to see working on five dream projects!

WIZARD #111

On sale October 25 in comic shops
On sale November 7 everywhere

ALSO AVAILABLE

TAKING A WIZ

OTHER MAGAZINES AVAILABLE FROM THE WACKY WIZARD WAREHOUSE

ALL PHOTOS: PAUL SCHIRALDI

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The big redesign issue! Brand new look with the same great taste! New columns, a Japanese import section and a look at toys on the Internet. All that, plus an in-depth look at a toy lines you'll NEVER see!

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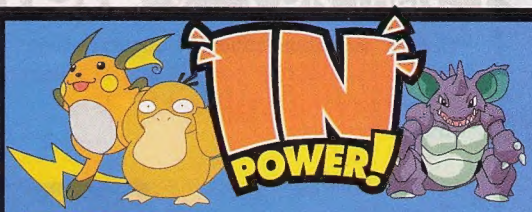

"IN" POWER #8

Get behind the wheel of a 2000-pound stock car and visit a real NASCAR racetrack in the "You're There" department. Plus, check out all the extreme sports you can handle, as well as the toys and products to go with them.

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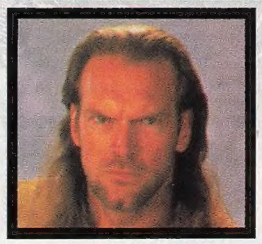
INQUEST gamer

INQUEST GAMER #67

The absolute scariest issue EVER! Explore the big Magic Invasion set, including strategy and the top 10 cards. And check out "Creepshow 8", *IQ*'s look at the top 20 scariest tricks of all time!

On sale October 4 in comic shops
On sale October 17 everywhere

THE HOTSEAT



This Month Featuring:

TYLER MANE

MANE: Okay, let's get going with these questions...

WIZARD: Whoa, there Mr. Sabretooth from "X-Men"... calm yourself there.

Come on, what ya' got for me?

Okay, hot shot, what's up with you almost breaking that saucy Halle Berry's head during your fight scene with her in "X-Men"?

HALLE BERRY

I had to wake her up, man. So I smacked her against the glass and then we did the scene... that's the truth...or at least the best you're going to get.

Fair enough...is there anyone else you plan to smack around?

Maybe you...depending on these questions.

Hey, at least I've never worn lifts in my shoes like some girlie-man like you did in the "X-Men" movie!

Yeah, well 6-foot-10 wasn't tall enough for the "X-Men" movie... I needed a little extra. It took me a week to figure out how to walk in those things. I almost twisted my ankles a few times.

So, was that the craziest thing that happened on set?

Well, the first day I met James Marsden [Cyclops], he was shooting the scene where he looks down at the kid in the train station. The kid was too tall though, so they made James stand on an apple box. A few days later I left an apple box in his trailer with a note that said, "This is so you can reach your sink."

You guys are wilder than the Rat Pack.

RAT PACK

It went from there, man. [*Stares silently*]

[*Uncomfortable pause*] So who's more intense: comic fans or wrestling fans?

Once when I was wrestling in England, a woman hit me in the head with a purse... I think she had about five bricks in the damn thing.

So, wrestling?

Well, wrestling fans are intense but comic fans know their stuff. You can't get anything by them. A movie like "X-Men" isn't about critics, it's about pleasing the fans. Roger Ebert don't count.

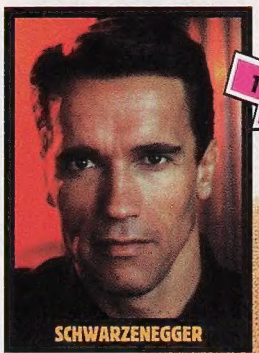
Uh...okay...anyway, now that you're a big-time Hollywood actor, who do you want to work with?

Arnold!

Tom Arnold?

[*Growls*] What?

Arnold Schwarzenegger.


SCHWARZENEGGER

Think you could take him in a fight?

Tom Arnold?

No, Schwarzenegger... try to keep up!

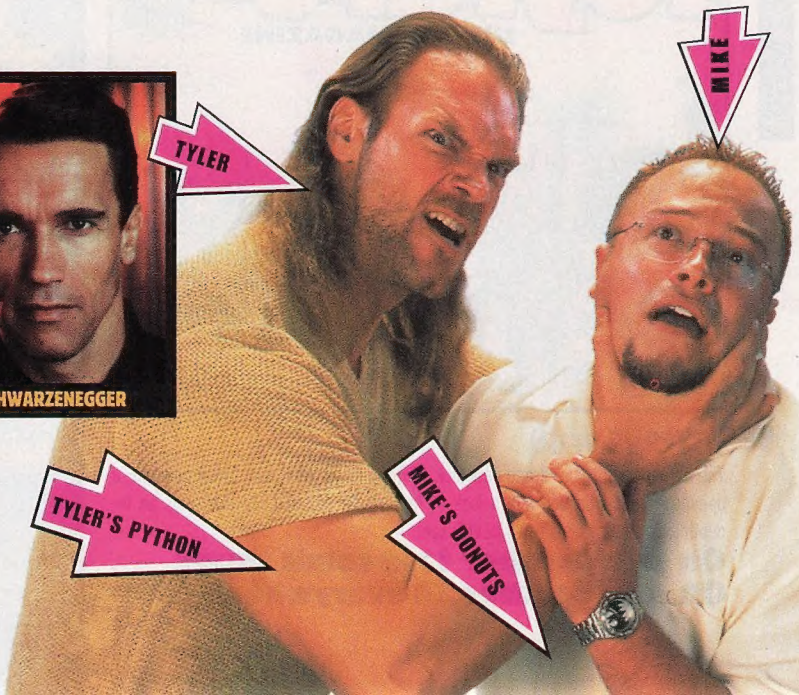
I'd take him in about five seconds.

How about you and me?

Half a second.

It's GO time, baby!

■ MIKE COTTON



Tyler Mane: Paul Schiraldi, X-Men: 20th Century Fox, Rat Pack: Warner Brothers, Arnold Schwarzenegger: Everett Collection

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